GamePro's Ultimate Game Review Yearbook!

VIDEO GAME™

GREATEST HITS!

NINTENDO • GENESIS • TURBOGRAFX-16 • SEGA • GAME BOY • LYNX

Francis Mao '91

Konami's Teenage Mutant Ninja Turtles!

3 Titles For NES and Game Boy

Reviews on All Your Favorite Game Titles!

Batman • Castlevania III
Ninja Gaiden II • Strider
Mega Man 3 • Super C
Golden Axe • Duck Tales
Phantasy Star II • Ultima
Shadowgate • Alex Kidd
Bonk's Adventure
Spiderman & More!

An IDG Communications Publication

July/August 1991
$4.95 Canada $5.95
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0 71896 46670 6

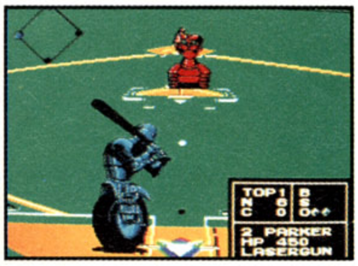
OMING IN JUNE!

BASE WARS. IT GIVES NEW MEANING TO SLUG FEST.

In the 24th Century, baseball legends are made, not born. Because this is Ultra's® Cyber Stadium Series—Base Wars™ for your NES.™ And baseball's high priced heroes have been replaced with hulking mechanical he-men resembling humans, half-ton tanks and unidentified fielding objects. And they're programmed to pound, punch and blast it out for base possession.

Fortunately, you can cash in your Cyber League winnings for parts, repairs and a wild assortment of metal shearing weapons. And if the battles get too brutal, just save the teams and stats for another day.

So choose your bionic ball clubs, set the robot rosters, and go circuit to circuit in single games or a tortuous 10 game pennant chase. See if you can survive America's favorite bashtime.

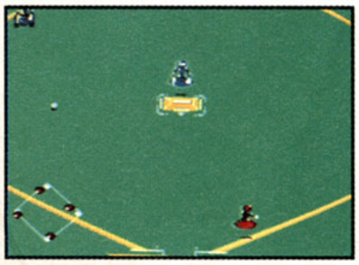


"HE'S GOT A CANNON FOR AN ARM"

- Control the speed, direction and path of every pitch, including the flashy Ultra-Fastball.
- Strategically adjust the pitcher's and batter's position.

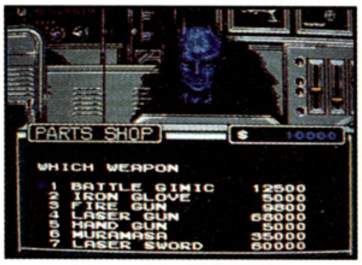
ALL THE SIGHTS, SOUNDS AND STRATEGY OF BASEBALL

- It's all here — pitching, hitting, fielding, running, and catching. Just be sure to duck when the shrapnel flies.
- Awesome selection of music and super sound effects. You'll feel like you're right inside Cyber Stadium.



SHOP TILL YOU DROP A BUNDLE

- Rexy the Riveter will wait on you in the Parts Shop.
- Use your Cyber League cash winnings to buy parts, repairs and weapons.
- Choose from 22 different protective and offensive items including iron gloves, hyper engines, laser swords and more.



```
PARTS SHOP              $    10000

WHICH WEAPON

 1 BATTLE GIMIC        12500
 2 IRON GLOVE           5000
 3 FIRE GUN             9800
 4 LASER GUN           68000
 5 HAND GUN             5000
 6 MURAMASA            35000
 7 LASER SWORD         60000
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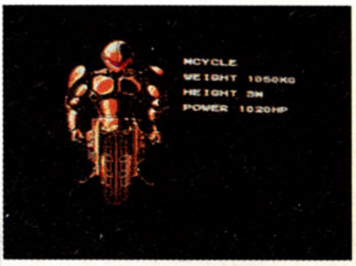
UP-TO-DATE DATA AT YOUR FINGER TIPS

- Review any robot's current equipment.
- Four different models of mechanical maulers, each with specialized circuitry for playing a specific position.



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MCYCLE
WEIGHT 1050KG
HEIGHT 3M
POWER  1020HP
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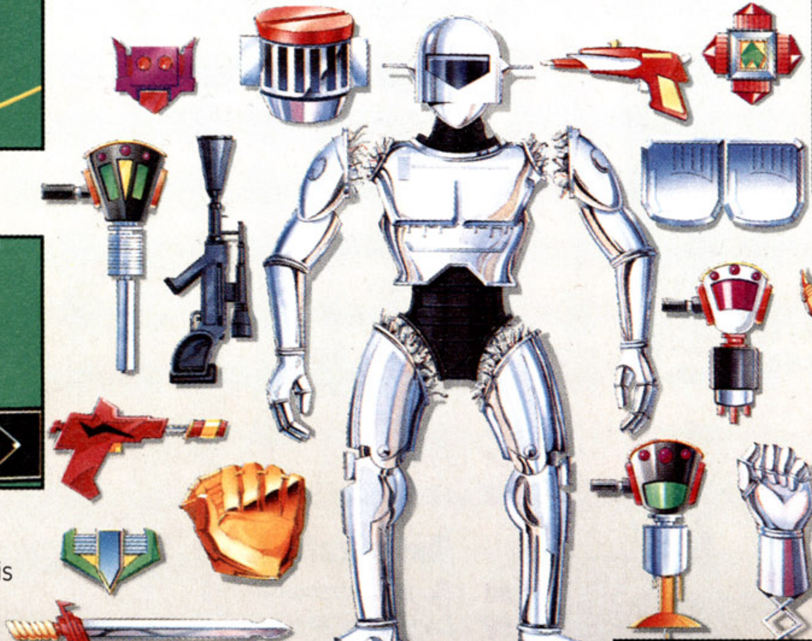
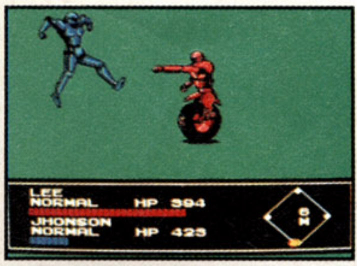
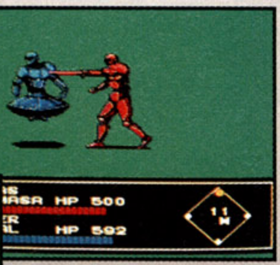
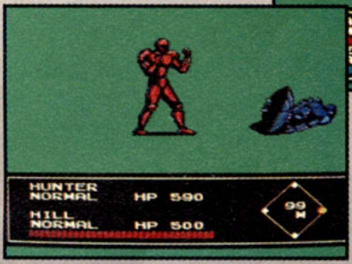




TAKE ME OUT AT THE BRAWL GAME

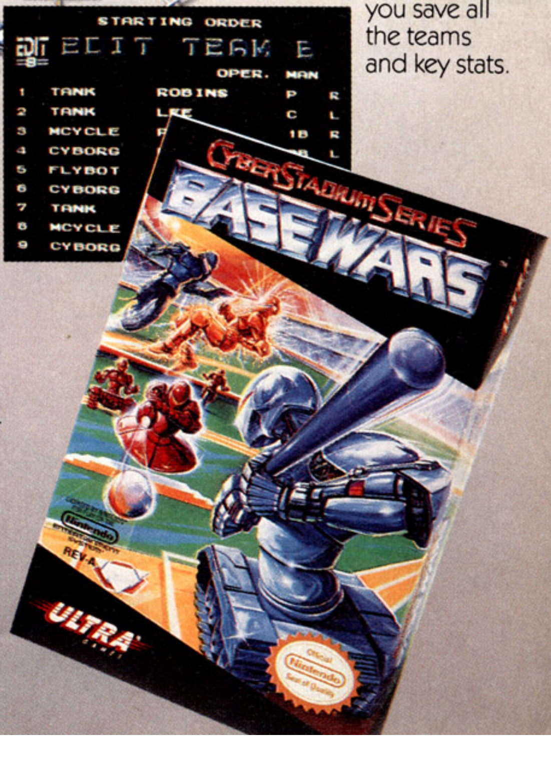
- Getting around the bases is brutal because if you want one you'll have to fight for it. No force outs!
- Beat, cut, thrust, kick, jump and spin to attack.
- Engage the special combination attack sequence.
- If your all important Hit Points reaches zero your cyborg will explode in a cloud of nuts and bolts. Three blown cyborgs and you're out.





YOUR TEAMS ARE AT YOUR COMMAND

- Name your own teams and robots, set the line-up, assign field positions, even determine which robots are right-handers and southpaws.
- Challenge a friend or take on the NES itself.
- Battery back-up lets you save all the teams and key stats.



```
      STARTING ORDER
EDIT  EDIT TEAM E
=8=
                    OPER.  MAN
1   TANK      ROBINS    P    R
2   TANK      LEE       C    L
3   MCYCLE              1B   R
4   CYBORG                   L
5   FLYBOT
6   CYBORG
7   TANK
8   MCYCLE
9   CYBORG
```

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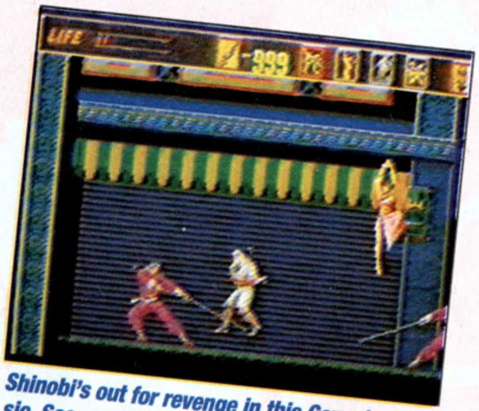
CONTENTS

No, you don't have bats in your belfry. The Caped Crusader's back! See page 10.



Shinobi's out for revenge in this Genesis classic. See page 56.

They're back! See pages 4, 6, and 68.

COVER ILLUSTRATION: FRANCIS MAO

3 **Letter from the GamePros**

Nintendo Entertainment System

4 Teenage Mutant Ninja Turtles
6 Teenage Mutant Ninja Turtles II: The Arcade Game
10 Batman
12 Castlevania III: Dracula's Curse
14 Dragon Warrior II
16 DuckTales
18 Ninja Gaiden II
20 Mega Man 3
24 Shadow of the Ninja
26 Shadowgate
28 Super C
31 The Immortal
32 A Boy and His Blob
34 Ultima: Quest of the Avatar

Sega Master System

36 Alex Kidd in Shinobi World
38 Psycho Fox
40 SpellCaster

Genesis

42 Budokan
44 Golden Axe
46 Phantasy Star II
50 ThunderForce III
52 Strider
54 Phelios
56 Revenge of Shinobi

TurboGrafx-16

58 Bonk's Adventure
60 Legendary Axe
62 Military Madness
64 Ninja Spirit
66 Splatterhouse

Game Boy

68 Teenage Mutant Ninja Turtles: Fall of the Foot Clan
70 DuckTales
72 Gargoyle's Quest
74 Nemesis
75 Spiderman

Lynx

76 Xenophobe
78 Gauntlet: The Third Encounter
79 Todd's Adventures in Slime World

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Video Game Greatest Hits (We Think)

By The GamePros

Over the past few years video games have exploded upon our TV screens. How we spend our spare time (and our spare dime) hasn't been the same since.

At GamePro we've been stomping the controllers right along with you. But the sheer mass of games that are dumped onto our machines is almost impossible to sift through. We do it, but we know you haven't had a chance to scope them all out. Some carts always manage to slip through the cracks.

So just in case you haven't seen some of the top carts out there, here's our first compilation of Video Game Greatest Hits as reviewed in the pages of GamePro. We've scanned through the mag to find the hot video games we've covered. We aren't talking totally stone cold oldie moldy – ProClassic – material yet, no Super Mario 1's or Zanac's here. But some day when someone with a lot of time on their hands decides to set up the Video Games Hall of Fame, these carts will be there.

Having said that, we can already hear noise. If your favorites didn't make the cut this time – Chill! There's always next time. Besides we only had so many pages to work with! Everybody's got an opinion, that's cool. Here's ours.

In the battle for most popular carts, those Teenage Mutant Ninja Turtles cowabunga'd all the rest (besides don't they make an excellent cover?).

The NES list was a tough call. Old favorites like LoLo, Mega Man, Castlevania, and Ninja Gaiden made it, but in their newer versions. Relative newcomers like Batman and The Immortal were too good to sit on till the next Yearbook. Tecmo Bowl was the only unanimous sports selection.

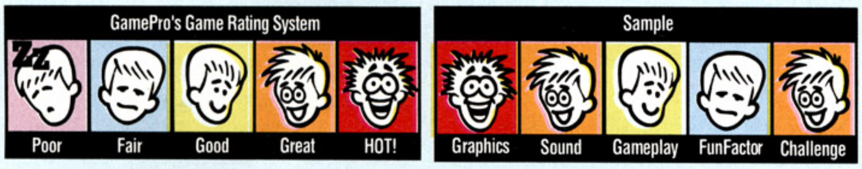
To give all 8-bit-ers their due, see what you think of these three bonafide Sega Master System hits: Alex Kidd in Shinobi World, Psycho Fox, and SpellCaster.

The Genesis list shouldn't be missed. There's a little something for everybody – slick hand-to-hand combat in Budokan and Revenge of Shinobi, hackin' and slashin' in Golden Axe and Strider, fine roleplaying with, of course, Phantasy Star II, and all-out shooter madness in Phelios and ThunderForce III. It's a good crew, but ooohh those carts we couldn't include – sorry ESWAT and John Madden Football fans!

Bonk's Adventure, Devil's Crush, and Ninja Spirit would be great games on any system, and we think they're definitely among the class of the TurboGrafx-16 TurboChips. But Military Madness and Splatterhouse have loyal followers who would bust down our doors if we didn't include them.

Handhelds held their own. The Game Boy's got strong representation with Batman, DuckTales, Wizards & Warriors, and those pizza-lovin' Turtles. The Lynx litter is a gem with Gauntlet, Slime World, and Xenophobe.

Okay, now turn the pages and check out the Hits as we saw them. By this time next year, we'll have an entirely new batch, and even tougher decisions to make with Game Gear and probably Super NES games, too. Maybe we'll let you decide. Now, excuse us while we sneak off to the arcades, those Double Dragon nuts can get pretty mean!



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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ABC Audit Applied For.

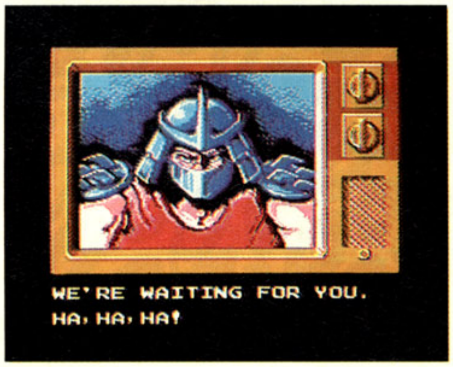
PRO Classics

By Slasher Quan

This past Christmas lucky GamePros scored big if they managed to beat the crowds and snag a copy of Ultra's ultra hot Teenage Mutant Ninja Turtles: The Arcade Game. If you didn't score this Turtles sequel or you've finally defeated the Foot Clan, why not check out the original that started it all back in 1989 – Teenage Mutant Ninja Turtles?

Shelling Out the Action

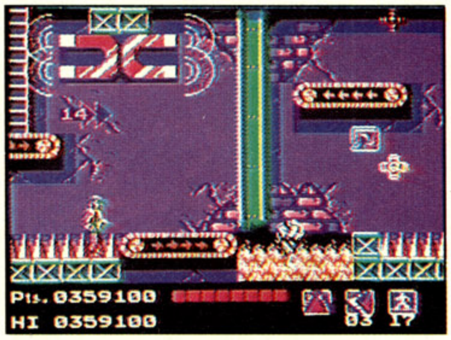
Shredder has abducted news reporter April O'Neil and every die-hard TMNT fan knows she's the only person who can bring Raphael, Leonardo, Michaelangelo, and Donatello out of their shells. The Turtles are determined to save April, put an end to ole' Shred-head's worthless existence, and in the process restore their radical rodent martial arts master, Splinter, to his normal human self with the Metal One's Life Transformer Gun.



WE'RE WAITING FOR YOU.
HA, HA, HA!

Shredder's waiting!

The heroes in a half shell track Shredder across five incredibly tough levels of turtle-stompin' action through the streets and sewers of New York City and into Shredder's horrific headquarters, the Technodrome. You have to play each of the four Turtles one at a time, but you can switch among them any time. Each Turtle has his own life line, and if it runs out you're captured!



The action's in the sewers.

Most of the action in this one-player adventure is displayed in a side view perspective inside sewers and buildings, but in order to find these you stroll the streets via an overhead, bird's eye view.

PROTIP: Explore the buildings in any order. The only dead ends are buildings 10, 11, and 16.

PROTIP: The large building in the center of the map is a terrific spot to power-up with pizza between excursions into the caves. You can also rescue a fallen comrade in the passageway under the destructible blocks.

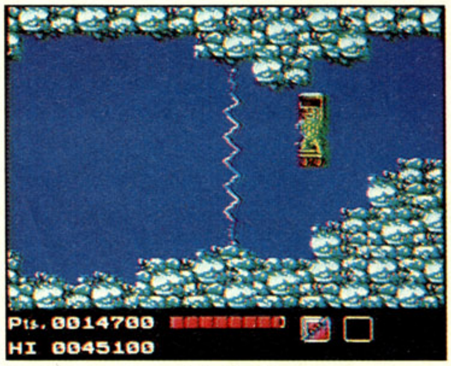
Turtle Power

Naturally, they use the weapons they're famous for, but you can add to their arsenal by grabbing a limited supply of special throwing weapons such as boomerangs and shurikens. Other helpful items that pop up occasionally include energy-restoring pizza, rope for crossing the gaps between buildings, and an item called "Mr. Invincibility," which makes you temporarily indestructible.

PROTIP: To destroy the Big Mouser stand directly under his steel jaws, use Don's Bo, and hold down Up and push B continuously.

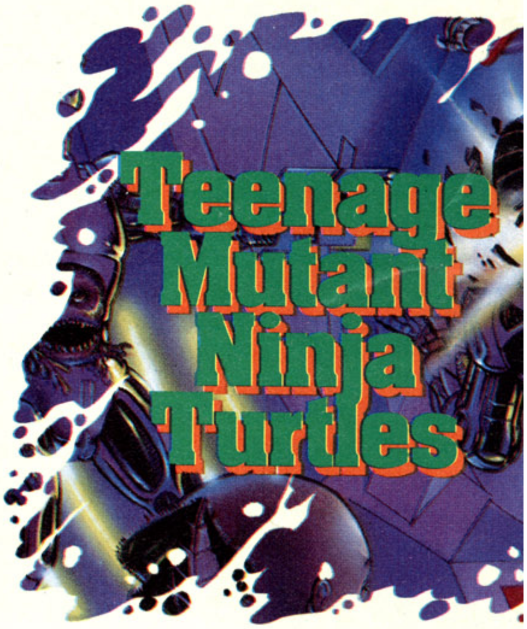
Those Dam Bombs

If the world's most fearsome floating fighters successfully rescue April in the first level, they find out that Shredder has set eight bombs to blow the Hudson River Dam sky-high. In Level Two that makes swimming not sword-fighting skills a must.



Find the bombs or it's turtle soup.

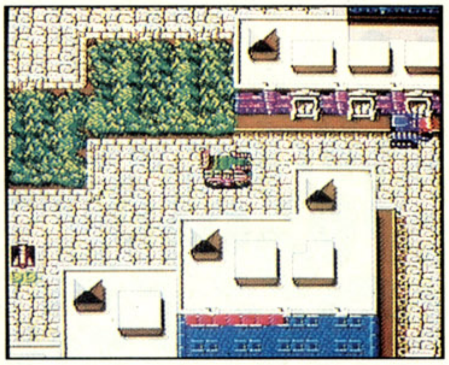
PROTIP: At the start of the underwater section, proceed right and disarm Bomb One. Swim up through the first passage to get Bomb Two. Go back down and right to Bomb Three. Then head up and Bomb Four is to the left. Next, go right to Bomb Five. Up and then right leads to Bomb Six. Go down, then down on the right side, and you find Bomb Seven. Finally, swim down on the left side, then head right to Bomb Eight.



PROTIP: If your oxygen timer is about to run out, which automatically drowns your entire team, select the weakest Turtle and commit Turtle-cide. That way you only lose one Turtle and the bombs you've disarmed remain inactive.

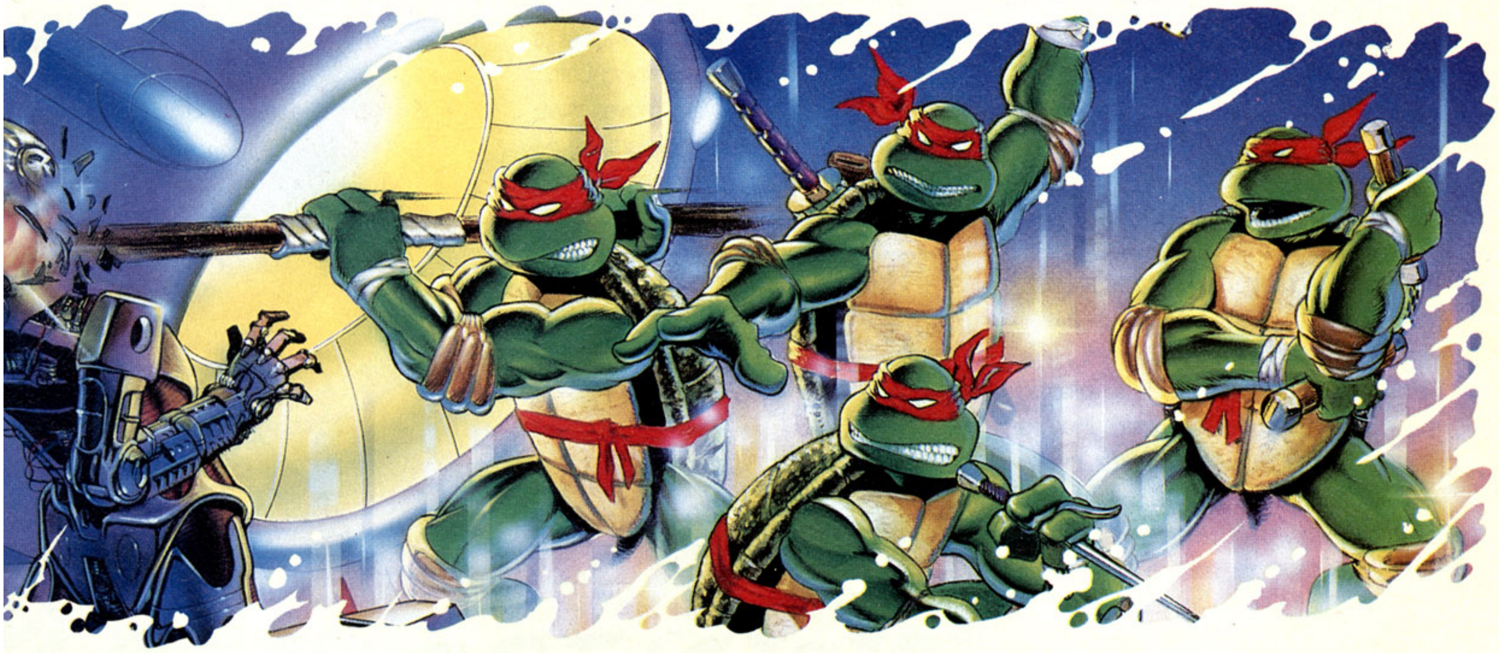
Keep on Truckin'

The good times really roll in Level Three when the fab four burn some rubber in their Party Wagon. Armed with Anti-Foot



Party down on the Party Wagon!

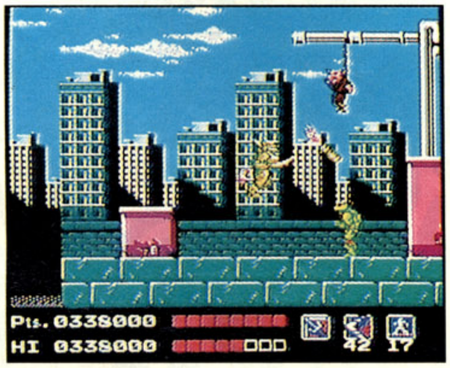
Clan Missiles and a rapid-fire Vulcan Cannon, the boys must search through the Big Apple to find Splinter, who was kidnapped while they were off saving the dam.



PROTIP: As you drive the Wagon, press Select to exit and all onscreen Foot Clan soldiers and Roller Cars disappear.

Airport High Jinks

If you rescue Splinter, eat the Foot Clan's lunch, and waste the Mecaturtle, in Level Four you can cruise after Shredder in the Turtle Blimp – if you can find it. It's somewhere in JFK International Airport, but you'll have to fight through the Clan again to reach it.



Save Master Splinter from the Mecaturtle.

Techno Tough

In Level Five, Shredder's getting scared – you're close to the Technodrome, which is hidden deep within one of four caves. But if you fail the first time around, its location changes every time you play.

Enter the Shredder

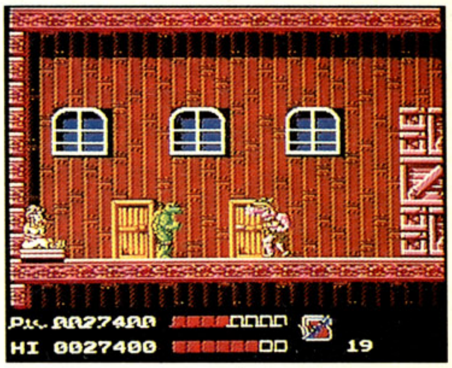
The final big brawl broils inside the Technodrome with laster totin' rocket men and miniature mechanical dinosaurs with whip-lash tails lurking around every corner. All paths lead to the Turtles' archnemesis, that "Edward Scissorhands" reject, Shredder.

PROTIP: To beat the Technodrome tank wait until the laser switches off, then jump on the treads and disable the two mini-guns. Now, concentrate on the eyeclops radar, but look out for Foot Soldiers.

PROTIP: When Shredder attacks, jump onto the right ledge, duck, and use your weapon to knock him away every time he tries to leap onto the left platform. A special weapons such as the Triple Shurikens works great!

Turtle Soup

TMNT is a good blend of side view fighting and overhead map tracking that ought to keep your fingers busy. However, it's got a few dents in its shell.



Don meets Bebop.

The absence of a multi-player option detracts from the whole concept of Turtle togetherness, the overall action is just average, and it's nearly impossible to finish with only two continues. Also, although the Turtles look cool, the Foot Clanners' graphics are a little weak.

Despite these drawbacks, however, Teenage Mutant Ninja Turtles will rank as one of the top-selling NES carts of all time. What gives? Turtle power, dudes. When you're hot, you're hot. Cowabunga!

Teenage Mutant Ninja Turtles by Ultra ($43.95 – Available Now, 2 megs + MMC3).

GamePro Game Rating

Graphics	Sound	Gameplay	FunFactor	Challenge

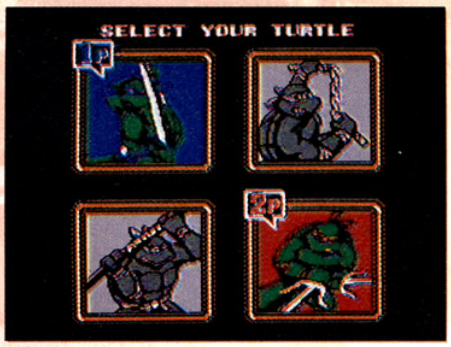
By Johnny Arcade

Cowabunga! Everyone's favorite heroes in the half-shell thought they could kick back and catch some rays. They tossed Shredder into a garbage truck for some serious shredding, but his titanium battle helmet kept his maniacal mind from being mashed. Now they've discovered that Shredder is still alive, and he's stoked for revenge. Bummer! He's training new, totally terrifying Foot Clan soldiers, and he's recruited a pair of alien dudes, Tora and Shogun, to hunt down Michaelangelo, Donatello, Raphael, and Leonardo and put them out of business for good. We're talking turtle soup! Double bummer!

Bust Some Moves

Shredder has snagged April, a lovely journalist, as bait to lure the pizza-munching mutants. The horizontal and vertical scrolling action, based on the smash arcade hit Teenage Mutant Ninja Turtles, takes place in the crime infested streets of New York City. Before they can come face to face with Shredder the awesome amphibians have to hack and slash their way through seven scenes, ten levels altogether, each populated by hordes of boffo Foot Clan goons.

One or two turtles can head into combat. It's great to go it alone, but for really hot action nothing beats a two-player simultaneous game where each of you picks his favorite turtle. Each turtle has three lives and three continues.



PROTIP: There are no major differences between the four turtles. Although each one has a different weapon, the range and power of each weapon is the same. Just pick your favorite!

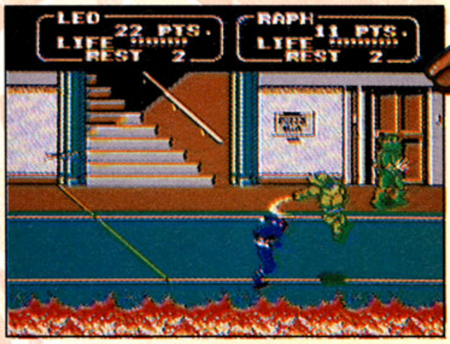
PROTIP: In a two-player game you can steal a life from your buddy by hitting Button A when all of your lives are gone.

PROTIP: Earn an extra life for every 200 points. Each enemy you snag is worth one point.

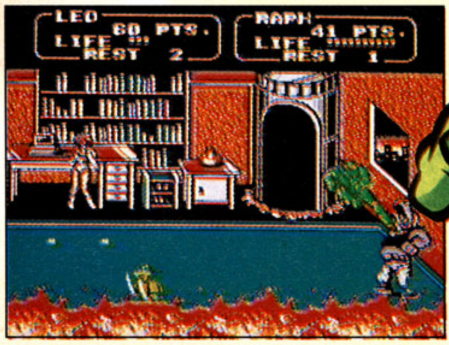
Road Trip!

Once you and your favorite turtle hit the road it's martial arts madness. The action is straight-ahead arcade-style with non-stop hand-to-Foot-Clan fighting. Here's a brief road map of what lies ahead.

It all begins when April gets snatched, and you battle it out with ninja Foot Clan baddies in her Midtown Loft. Yo! You better practice your moves now, because these Foot Clan soldiers are nothing compared to the totally radical clowns waiting for you up ahead.

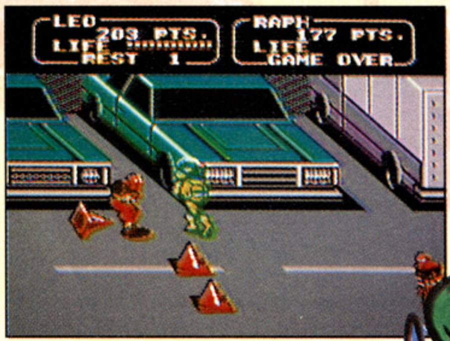


PROTIP: Your most powerful move is a combination jump and swing. To do this hit Button A and then Button B immediately afterwards. It only takes one hit with this move to take out most Foot Clan soldiers.

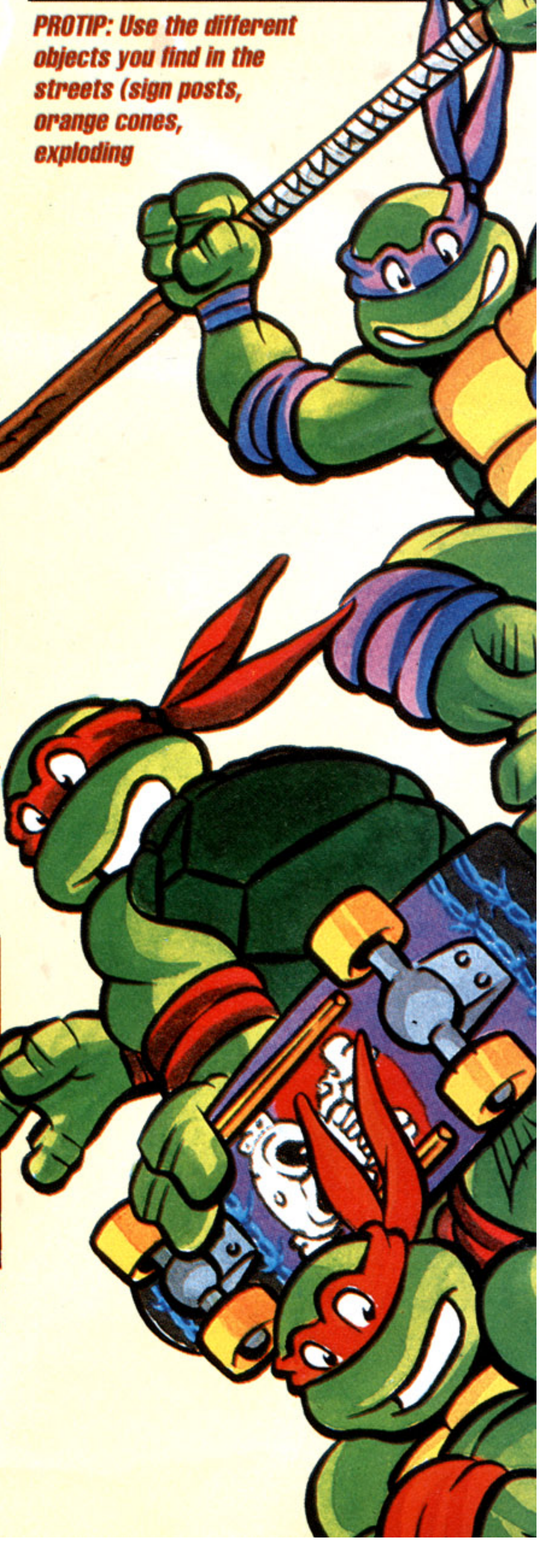


PROTIP: Rocksteady is waiting for you at the end of Scene 1. Use your jump/swing move on him and all of the big, bad Foot Clan bosses.

Make it out of April's loft with your shell intact and you're ready for a little



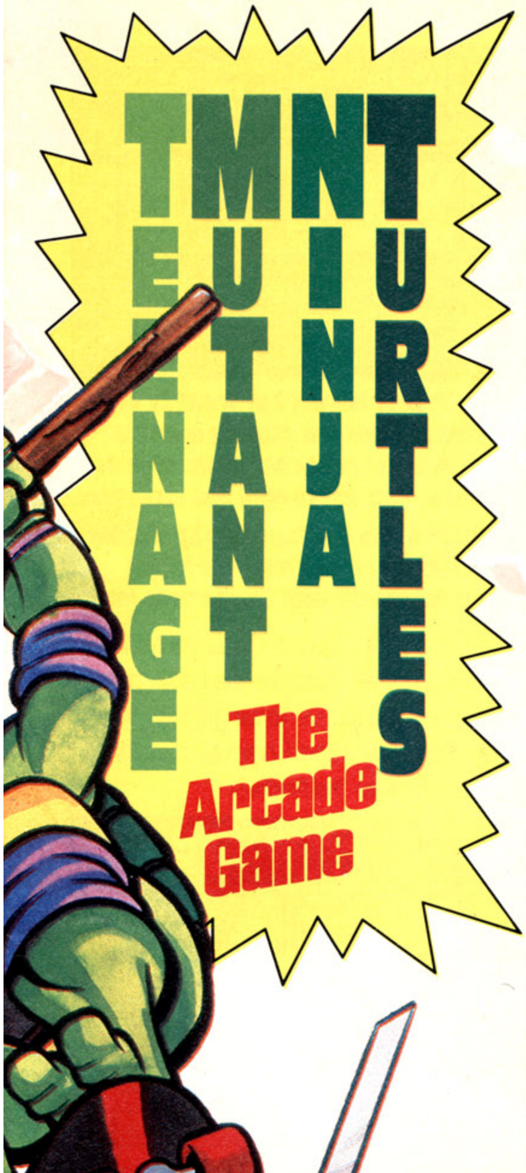
PROTIP: Use the different objects you find in the streets (sign posts, orange cones, exploding



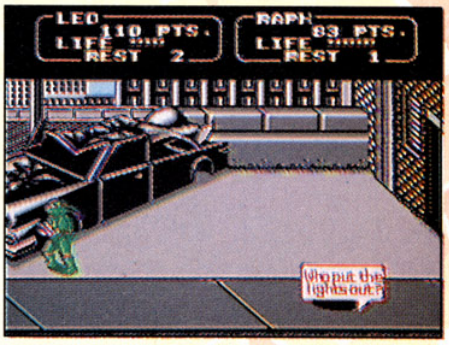
TMNT

Teenage Mutant Ninja Turtles

The Arcade Game

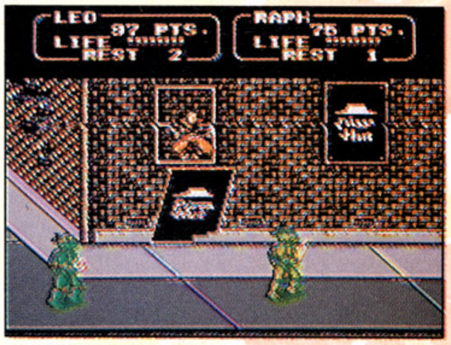


barrels, etc.) and on other levels to help you beat the baddies.


LEO 110 PTS.
LIFE
REST 2
RAPH 83 PTS.
LIFE
REST 1
Who put the lights out?

***PROTIP:** Watch out for open manholes. Fall in and you lose two life bars and wonder "Who turned out the lights?"*

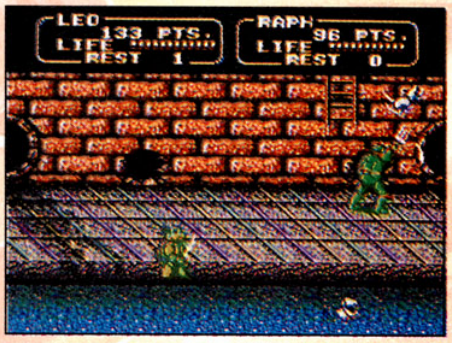
***PROTIP:** Check out the Pizza on the upper ledge of the Scene 2 street level. Pizza is tough to find in this game so learn where every slice is located and make sure you munch it down. In a two-player game there's still only one slice of pizza per location. You'll have to decide who needs it more!*


LEO 97 PTS.
LIFE
REST 2
RAPH 75 PTS.
LIFE
REST 1
Pizza Hut

***PROTIP:** As you round this corner watch out for the two Pizza Hut signs. They'll fall off the walls and squash you flat.*

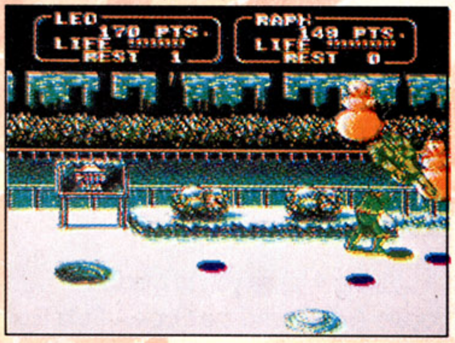
If you manage to bash Shredder's main porker, Bebop, you'll find yourself taking a nasty plunge into the sewers. Here you'll tangle with a mess of mechanical Foot Clan monsters, ninjas packing knives, hammers, and daggers, and the gnarly Dr. Stockman in his flying fortress.

***PROTIP:** Sure you can swim, but missiles may make mince...er... turtle meat of you in a flash.*

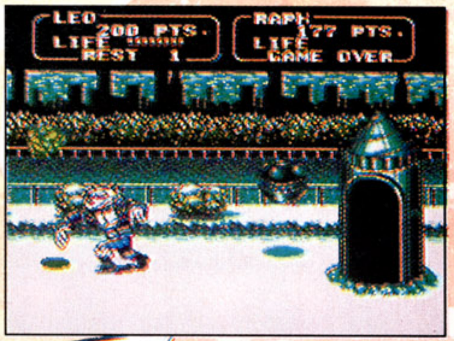

LEO 133 PTS.
LIFE
REST 1
RAPH 96 PTS.
LIFE
REST 0

***PROTIP:** Mousers are literally busting through the walls of the sewer. Stand right in front of the opening they break in the wall and whack away at them as fast as you can. Your first hit knocks them back and the second one finishes them off – with minimal damage to your karma.*

Get ready to freeze your...er...well, whatever it is that turtles freeze when you start slipping and sliding in Scene 3's snowy Central Park. Here you'll have to dodge falling boulders, fight some frozen Foot Clan freaks, and battle Tora, one of Shredder's alien bounty hunters.


LEO 170 PTS.
LIFE
REST 1
RAPH 149 PTS.
LIFE
REST 0

***PROTIP:** Try to force Frosty the Hit Man to one side of the screen and bash him. If you can keep knocking him off of the edge you'll melt him in short order. Watch out for his missiles and remember that he transforms into a spring-loaded robot. Use the same trick on this mechanical menace.*


LEO 200 PTS.
LIFE
REST 1
RAPH 177 PTS.
LIFE
GAME OVER

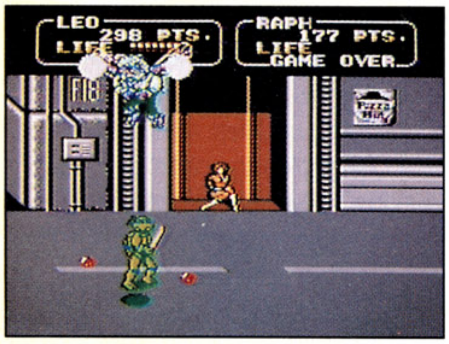
***PROTIP:** Tora is tough, but there is a pattern. Strike a blow and then jump to avoid his punch and the boulders he tosses.*

PROTIP: Don't fall into the snow piles on the ground. You'll lose two life bars.

Phew! You're out of the cold – but things are tough all over. Vinnie's Parking Garage is crawling with Foot Clan creeps with knives, machine guns, and throwing stars, and you're the one in charge of spring cleaning.

PROTIP: Watch out for cars that suddenly pull out of parking places to plaster you across the asphalt.

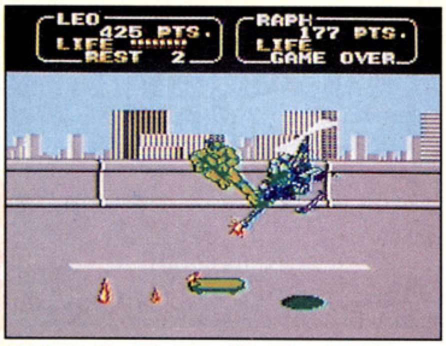
PROTIP: There's a slice of Pizza at the end of this level, just to the right of where you'll fight the boss.



PROTIP: Dr. Stockman returns in moth-form toting an awesome gun. Try to stand on his shadow and then wait until he shoots and jump and hit him.

Scene 4 takes you to Madison Square Avenue and the Rock-A-Fella Expressway. Both of these scenes are buzzing with action of the motor vehicle type. Speeding cars and motorcycle ninjas try to run you down, and pesky Roadkill Rodneys want to make this an electrifying experience for you. Foot Clan ninjas with spears are eager to turn you into amphibian shish-ka-bob. What's a turtle to do? How about going totally tubular and showing them your most radical moves, skateboard-style.

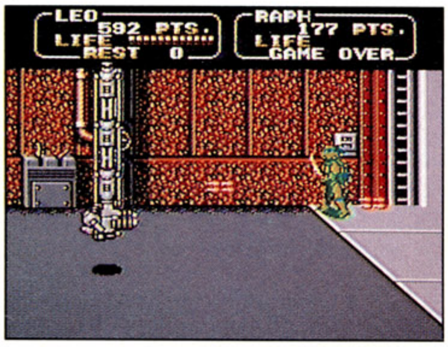
PROTIP: When you're on top of a speeding skateboard just use your jump/swing and other moves as usual.



PROTIP: Don't let the Blackhawk heli's shell-shock you. Just use your jumping move on them over and over and you'll ground them for good.

Once you reach Scene 5's Rock Quarry you'll have to bust some really radical moves. The Foot Clan soldiers here don't fight fair with their machine guns, boomerangs, and knives. Granitor, the boss, likes his turtle meat crispy, so he tries to fry you with his laser cannon.

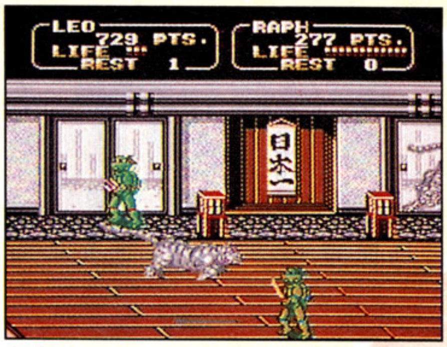
PROTIP: It's easier to fight from the upper level in this scene. This way you avoid the lasers firing out of the bottom platform.



PROTIP: Stay near the rear wall to make it past the laser-firing guns safely.

Scene 6 is the house of Shogun. The action here is awesome, especially when you go head-to-head with the Vincent Van Growls (two white tigers) and among others, Blade, who uses his deadly blade hands for a little mutant slice and dice. At the end of the scene you'll face Shogun himself, another of Shredder's intergalactic bounty hunter buddies.

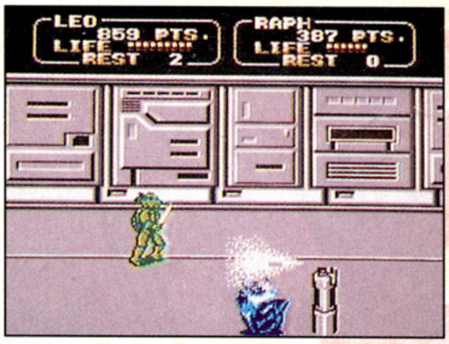
PROTIP: Watch out for bamboo spikes that pop out of the floor. Run and jump to flip over them.



PROTIP: Beat Vincent Van Growl by dodging his charges and standing near the screen edges to bop him on the nose as he runs from left to right and vice-versa.

PROTIP: Battle the Scorpions by backing them off the screen edge and hitting them repeatedly until they're done for.

Make it to Scene 7 and you're in the Technodrome – time for the battle of your life. Here you'll have to tangle with Krang, a warlord alien, and Shredder himself in a deadly fight to the finish.



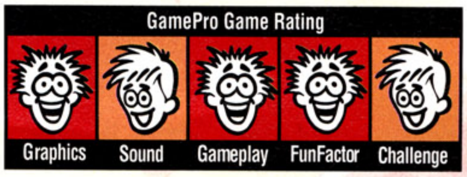
PROTIP: Watch out for the cannons that pop up to turn you into a frozen turtle popsicle.

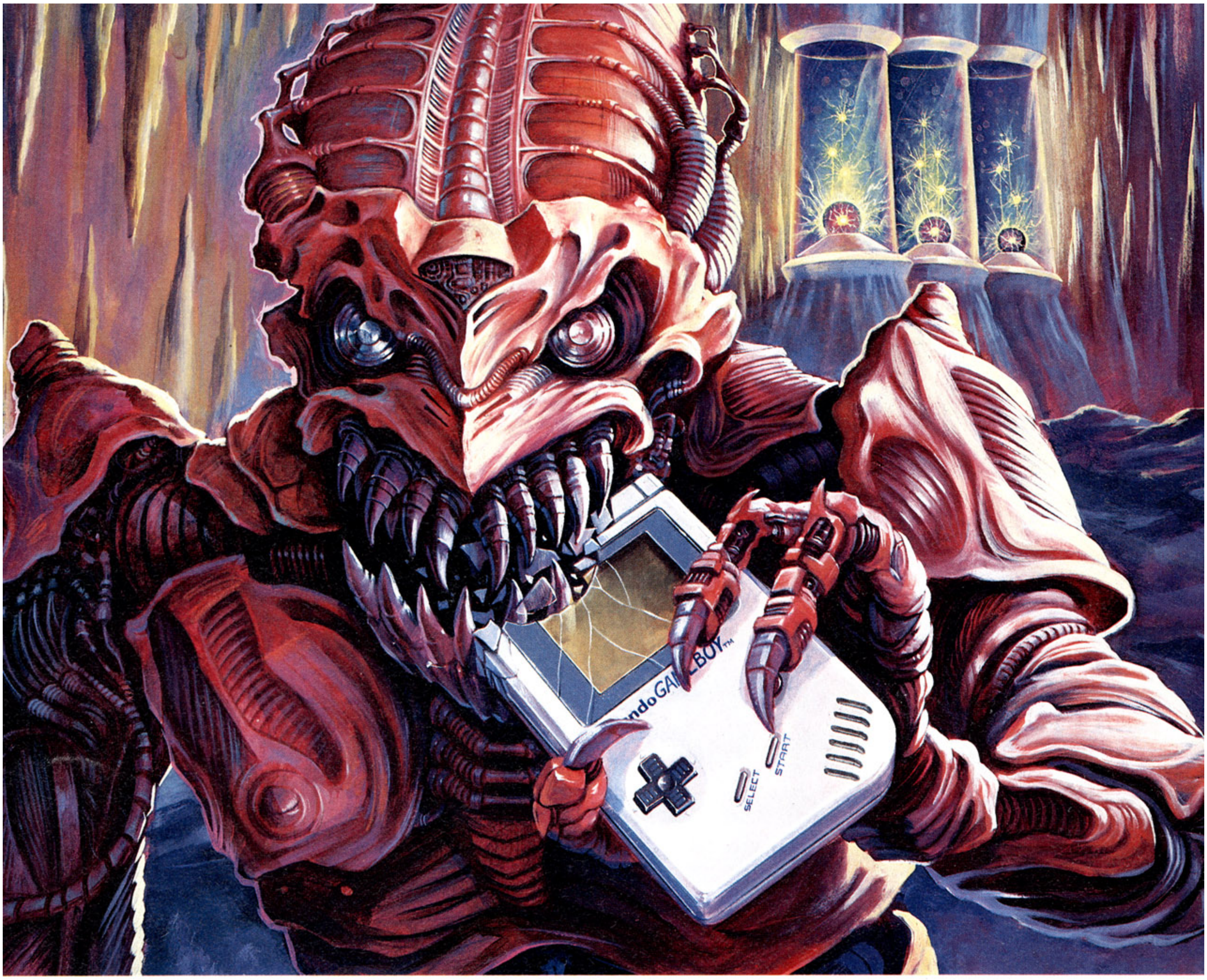
PROTIP: Watch out for falling cannonballs when you're riding the elevator.

Awesome!

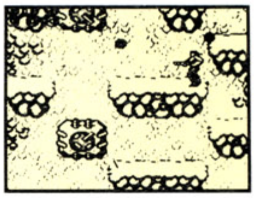
TMNT: The Arcade Game is sure to be a monster hit. The heavy-duty faithful-to-the-arcade style game play (and it's a long game!) are real crowd pleasers, and the radioactive mutants are as personable as ever. The new scenes blended in with the original arcade scenes are a great addition. The music could have been better but, hey, you can't have everything. If you've had a bad day, bashing Foot Clan boffos is a radical way to lighten up. Go for it, dudes and dudettes!

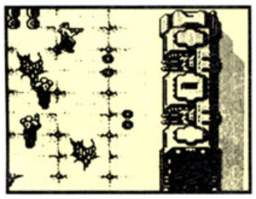
Teenage Mutant Ninja Turtles: The Arcade Game by Ultra ($54.95 – Available Winter '90).

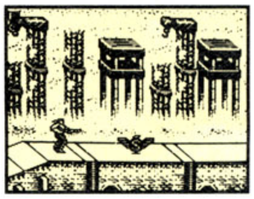


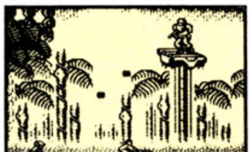


GIVE YOUR GAME BOY A TASTE OF COMBAT, CONTRA STYLE.









Mmmmm, Operation C™ for Game Boy™ has all the brutal battle flavor of the NES hit Contra.™ But here's the bite: this time it's Scorpion alone versus Black Viper–Red Falcon's partner in slime–who's turned a secret naval lab into an experimental alien freak factory.

To blow away Black Viper's pit of hideous genetic mishaps, you must blitz five merciless war zones including Mutant Mountain, Phlegm Forest and the dreaded Cave 'O the Crud Creatures. All infested with zombie snipers, bloodthirsty squid lice, savage spider moths, devastating techno-terrors and more.

Of course, in true Contra style, you'll have to upgrade your arms as you go with Spread Guns, Fire Guns and the all new vermin-seeking Homing Gun. Three lives plus a Continue Mode may keep you going. But Black Viper's awfully hungry and you're going to make a tasty Blue Plate Special.

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PRO Classics

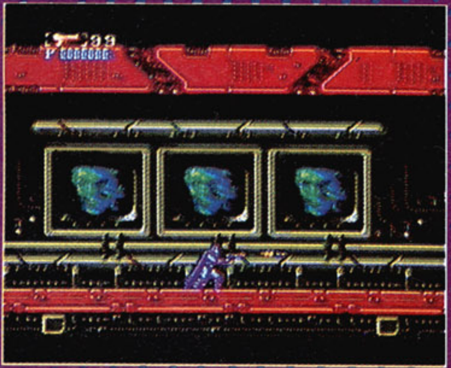
By Slo Mo

The Joker's got Gotham City in the grip of a vicious crime wave. This time the Clown Prince of Crime's really got nerve – nerve gas, that is. And he plans to use it at his earliest convenience!

That means it's time to call you-know-who!

It's a Gas!

Batman stars in this action-packed video game based on the hit 1989 movie. This time the Dark Knight's one-man war against crime takes you through five levels of play in order to destroy the Joker's gas plant and put the hook to his insane plans.



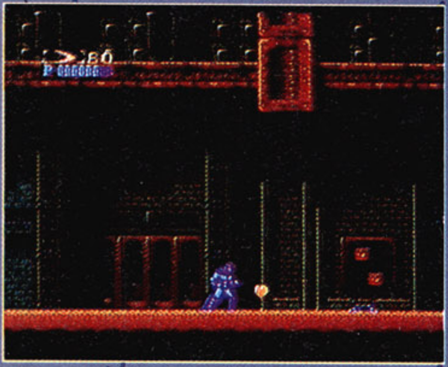
The Joker wants the last laugh.

However, the pasty-faced maniac's recruited a monstrous mix of mad men to make your life miserable. The Killer Moth fires killer moth balls. The Electrocutioner puts on a shocking display. Firebug likes the action hot, and he really burns you up.

You'll have to get by these boss guys and ten other villans to face the Joker, no laughing matter.

Bat-Play

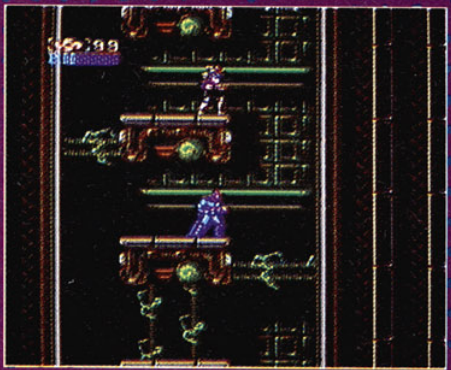
The gameplay is first-rate. Like many video superheroes, Batman packs a powerful punch. But he also has a Batarang, a Spear Gun, and a Dirk.



If Batman takes a hit, have a little heart.

You get bonus items by beating the Joker's henchmen or destroying some of his seven types of booby traps. Pellets add ammo to your weapons. Hearts regenerate your life points, although you get several continues. There's no password feature.

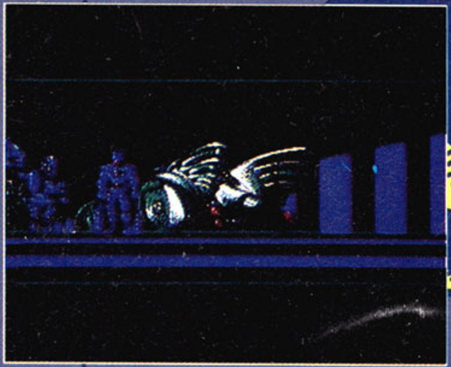
You'll have to pull some fancy fighting to beat the villains, but there's usually time to figure out the best tactic versus obstacles. Batman also has a gravity-defying wall jump that's definitely a cool move.



Step lightly between these electric traps.

Thank you, Masked Man

Batman's definitely a winner! The cart's graphics are terrific with great animated sequences between levels and a dark overall look that really captures the mood of the movie. The only reason you'll finish this cart in a few days is because you won't be able to stop playing.



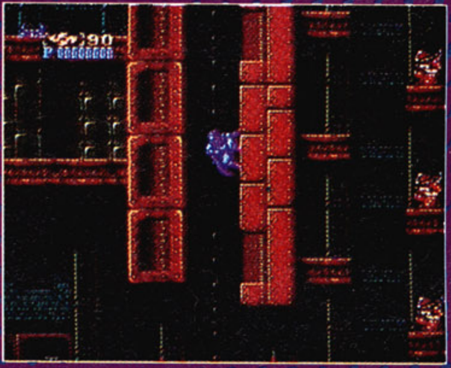
You are the Dark Knight.

Anyway you look at it – comic, movie, or video game – Batman's a classic.

Batman by Sunsoft ($46.95).

PROTIP: You nab goodies by beating bad guys. To stock up, back out of scenes to make them reappear.

PROTIP: Batman can stand with one foot off the edge of ledges.



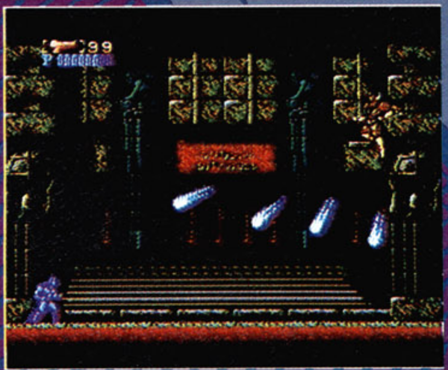
PROTIP: The Wall Jump works when you jump down as well as up. Just step off a ledge, press A, and use the directional pad to move towards a wall.

BATMAN

PROTIP: In Stage 1-1 defeat Heatwave by waiting at the edge of the shooting flames. When his flame is off, charge forward and punch his lights out.

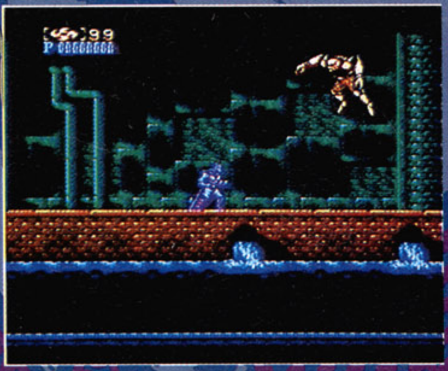
PROTIP: Take on the flying Enforcers in Stage 1-2 by staying low and using the Dirk.

PROTIP: When you beat the Enforcers get your Spear Gun ready before you drop off the ledge. That's so you can attack Stage 1-2's K.G. Beast quickly, before he can pull his sword.

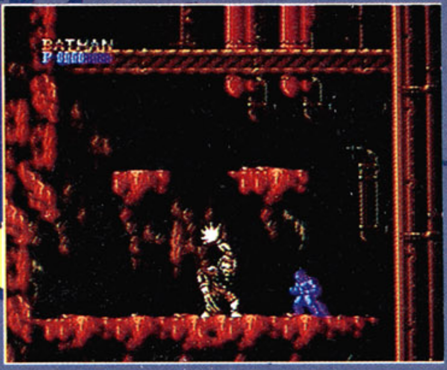


PROTIP: To beat the Killer Moth in Stage 1-3, stand on the sidelines while he throws his fireballs at you. When the Moth comes down to your level, hit him with your Dirk or punch him.

PROTIP: When you face the three-part Machine Intelligence System in Stage 2-4, use the Dirk or the Gun to demolish the dual cannon first. The cannon fires two shots high, then two shots low. Next, take out the Electric Current Controller on the upper left. Stand on the top right platform (watch out for the electric jolt), jump up, and shoot. When you blow the ECC, immediately drop off the platform to avoid the shots from the Nerve Center behind you. Now, jump up to the Nerve Center and crouch in front of it to avoid its triple shot. Jump and punch the blue eye.



PROTIP: The jumping Jaders will give Batman (and you) a real headache. Move towards them as you strike, so that they jump over you rather than on you. Sometimes you can make the Jaders in the beginning of Stage 3-1 disappear. Get them to chase you to the left and jump over you. Then run forward to make the screen scroll over them. You can also shoot them offscreen. When their hands appear on the right edge of the screen, they're stuck there unless you move forward.



PROTIP: To defeat the Electrocutioner in Stage 3-4 jump to the top platforms and stay on the same side as he is. When he jumps to the other side, follow him over, face the center, and punch him or shoot him continuously.

PROTIP: When the Firebug in Stage 4-4 raises his arms to throw fireballs, jump over them and toss the Batarang at him. The Batarang only uses one shot to hit him twice coming and going, so it conserves your weapon energy for the battle with the Joker. When Firebug rushes at you, run towards him and jump. Your momentum should carry you safely over him, then you can hit him from behind.

PROTIP: The Joker's attack pattern is similar to Firebug's, but he calls down lightning from the sky when he raises his arm. Avoid the lightning and jump over the bullets he fires, then, use your Batarang. You can also defeat the Joker by ducking down right where the tip of his gun is at the floor and punching away at his stomach. You'll be able to avoid both the deadly shots from his gun and his lightning bolts.

Graphics	Sound	Gameplay	FunFactor	Challenge

Castlevania III

By Gideon

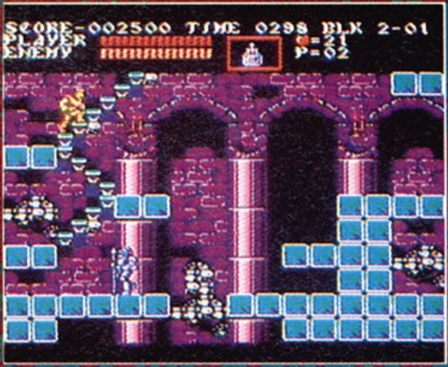
So, you think you're hot stuff for defeating Count Dracula not once, but twice in Castlevania I and Castlevania II? Sorry, folks – he's back. Castlevania III – Dracula's Curse is perhaps the most challenging and entertaining game released so far this year!

Déjà Vu for You!

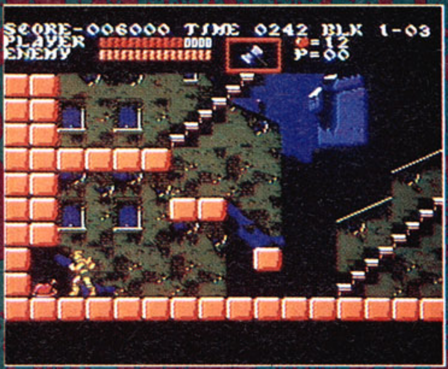
The setting is familiar: The village of Warakiya is being terrorized by Count Dracula and his evil army. As usual, the world's only hope for salvation rests upon the shoulders of the young lad named Belmont – TREVOR Belmont, that is! This game takes place 100 years before Simon Belmont's birth.

The game looks, sounds, and plays almost identically to its predecessors. Fans of Castlevania I will find the same features, weapons, and time-constrained levels of play, as opposed to the long, drawn out quest in Castlevania II.

As in Castlevania I, you must work your way through increasingly difficult levels of play. This time, however, there are 17 different levels. Along the way you use your Mystic Whip to break open candles looking for valuable hearts or special weapons such as the Battle Axe, the Banshee Boomerang, or the all powerful Rosary which eliminates every enemy onscreen. Other useful items such as food, money, or 1-ups may be hidden behind certain sections of the walls and the floors.

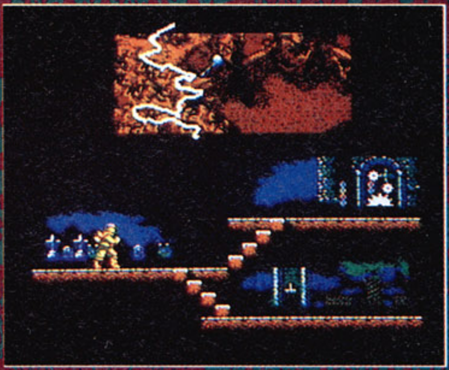


PROTIP: If the timer permits, load up on extra hearts for your special weapons by repeatedly reentering the previous section you were in. The candles will relight and yield hearts each time.



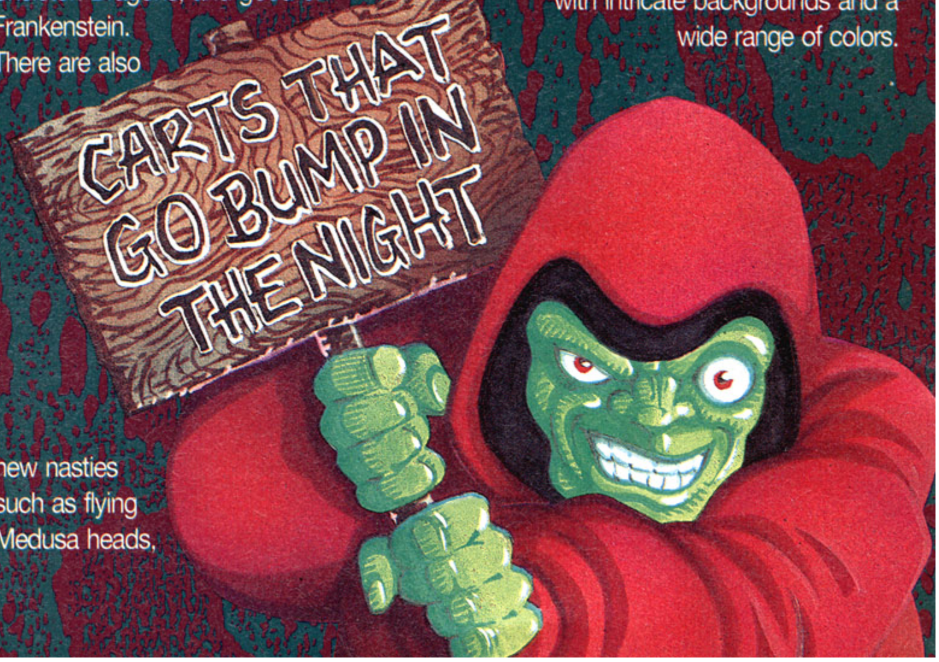
PROTIP: Strike all the walls and floors for hidden items!

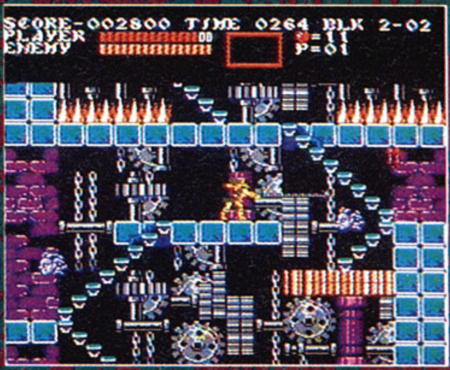
Although this game is most similar to Castlevania I, fans of Castlevania II will appreciate the fact that it's still a quest. Unlike Castlevania I which places you on a preset course, you can choose your path at various crossroads. Some lead to new levels, while others lead to your doom!



Choose the path you take wisely!

Your enemies are a veritable monster menagerie. There are also plenty of familiar faces such as Bats, Zombies, Skeleton Dragons, and good ol' Frankenstein. There are also new nasties such as flying Medusa heads, hopping Quasimodoes, and a Boss that looks like King Kong!


CARTS THAT GO BUMP IN THE NIGHT



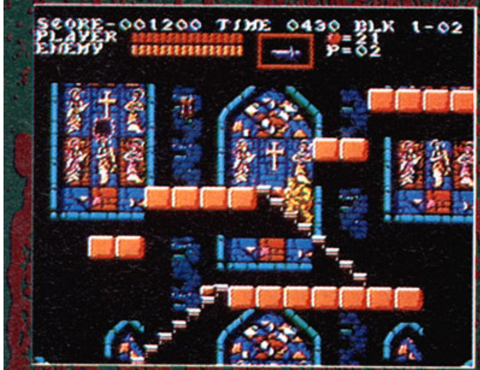
PROTIP: One way to avoid the Medusa heads is to use the Pocket Watch and freeze their flight.

Awesome Allies!

The most innovative aspect of Castlevania III involves our hero's three new allies: Alucard – the son of Count Dracula, Grant Dynasty – the ghost of a Pirate Captain, and Sypha Belnades – the mystic walord of Warakiya. Trevor must first defeat each character before he is able to transform himself into them and take on their specific abilities. Alucard fires a powerful Ball of Destruction and can turn into a bat. Grant Dynasty sticks to walls and ceilings, and Sypha Belnades can shoot flames, ice crystals, and balls of lightning.

A Feast for the Senses

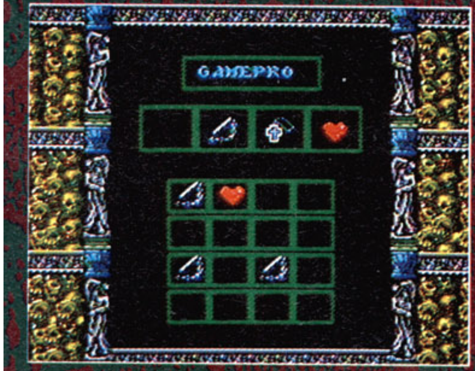
Castlevania III looks and sounds great. The music is upbeat and lively with a variety of tunes, eerie sound effects, and the familiar Castlevania theme. The graphics outshine previous versions with intricate backgrounds and a wide range of colors.


SCORE-001200 TIME 0430 BLK 1-02
PLAYER
ENEMY
♥=21
P=02

Extremely detailed graphics accentuate Castlevania III.

Password Blockade

Like Castlevania II, this game has a password feature that enables you to begin at the last level you played. A new feature, however, is the lithium battery which customizes the passwords for each specific gameplayer and each specific cartridge.

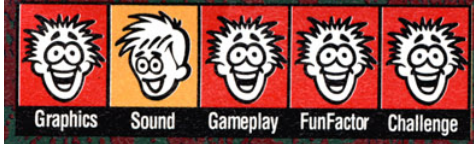


Customized passwords just for you, and ONLY you!

A Spooky Dish!

Konami has done an exemplary job of combining the best elements of Castlevania I and II with new ingredients to make this an extremely familiar yet exciting new game. Castlevania fans will love this new chapter of the monster saga. The numerous levels, detailed graphics, and challenging gameplay make this a mouth-watering video game delight! Sink your teeth into Castlevania III, before Count Dracula sinks his into you!

Castlevania III – Dracula's Curse from Konami ($49.95 – Available Fall 1990).


Graphics
Sound
Gameplay
FunFactor
Challenge

REST IN PEACE

By Johnny Arcade

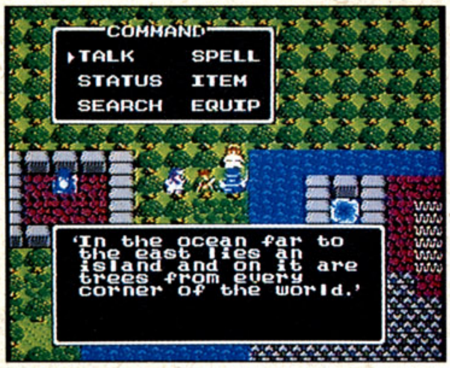
Yo, gamers, Dragon Warrior rides again. That's right, the Dragon Warrior role play saga continues in Dragon Warrior II. In case you haven't heard the Dragon Warrior series is one of the biggest game crazes to ever hit Japan (they're up to Dragon Warrior IV). Last year Dragon Warrior came to the states. Now, Enix America, a new Nintendo licensee, is bringing us part two.

Family Ties

If you battled your way through the first title you'll remember that you were a descendent of Erdrick who saved the Kingdom of Alefgard from the Dragon Lord himself. The second saga takes place about 100 years later. Hargon, an evil Sorcerer, trashed the Castle of Moonbrooke, leaving a trail of death and destruction. It's up to you to make Hargon chill out before he puts the kingdom on ice permanently.

Get Ready to Rock and "Role"

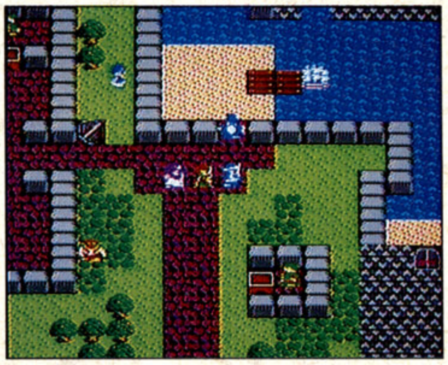
If you've never checked out a role play game, Dragon Warrior II is a good place to start. It's a classic role play scenario where you head out across the land in search of information, special items, companions, and clues as to how to stomp on the bad guys. The cart features a map of the entire land, including oceans, mountains, deserts, and caves. When you reach towns, castles, towers, or caves you flash to an up close and personal view which enables you to explore the buildings and talk with the inhabitants.



'In the ocean far to the east lies an island and on it are trees from every corner of the world.'

Talk to everyone!

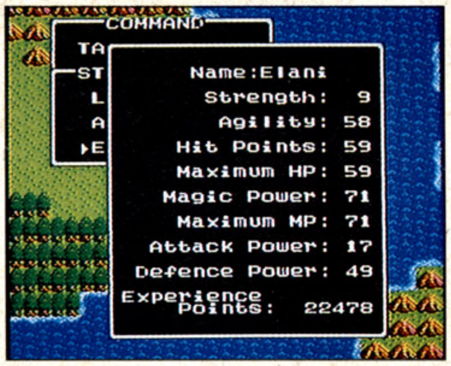
PROTIP: Here's a standard role play tip. Before you save your game with the King or the Wizard in the different towns, charge yourself up at the Inn, buy whatever you want to buy, and equip yourself completely. That way if you somehow forget to save your game you don't have to waste time and money buying all of those items again.



PROTIP: To cross the ocean, jam over to the town of Lianport and rescue the girl held hostage by the evil Gremlins. She'll have a solution to your problem.

Pump Yourself Up

You may be the heir to Midenhall Castle, but you're a wimp at the beginning of the game. To get really buffed you've got to head on out and battle some bad guys. Just as in any role play, it's a good idea to stick close to town and build your character up before you go for a cruise. Dragon Warrior II features the same menus and command options as Dragon Warrior.



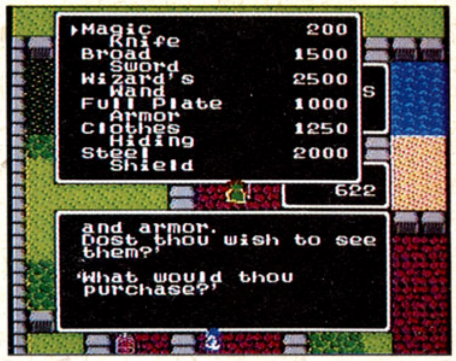
Name:Elani
Strength: 9
Agility: 58
Hit Points: 59
Maximum HP: 59
Magic Power: 71
Maximum MP: 71
Attack Power: 17
Defence Power: 49
Experience Points: 22478

Check out your character's status.

You get really hyped, of course, by destroying the bogus beasts, creepy creatures, and other assorted monsters and goons partying outside of the towns. When you run across these dweebs the screen switches to a battle scene where you'll come face to face with whatever is waiting to chew on your hide. With experience you'll learn how to defeat the different enemies. You also decide how each character will fight.

PROTIP: Sometimes the dumbest thing to do is to try to be too cool! If you're only packing a weak sword and you come face to face with a Baboon, run!

You earn points and gold by trashing the bad guys. Earn enough points and you advance to higher levels, with more Hit Points, Magic Points, Defense Points, etc. Use your gold to buy weapons, armor, special items like potions, and to revive yourself or your companions in the Houses of Healing.

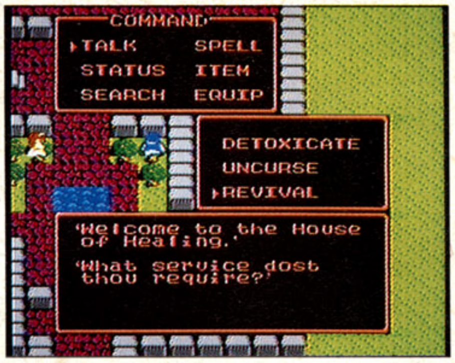


Magic Knife	200
Broad Sword	1500
Wizard's Wand	2500
Full Plate Armor	1000
Clothes Hiding	1250
Steel Shield	2000

and armor. Dost thou wish to see them?'

'What would thou purchase?'

Buy some weapons.



'Welcome to the House of Healing.'

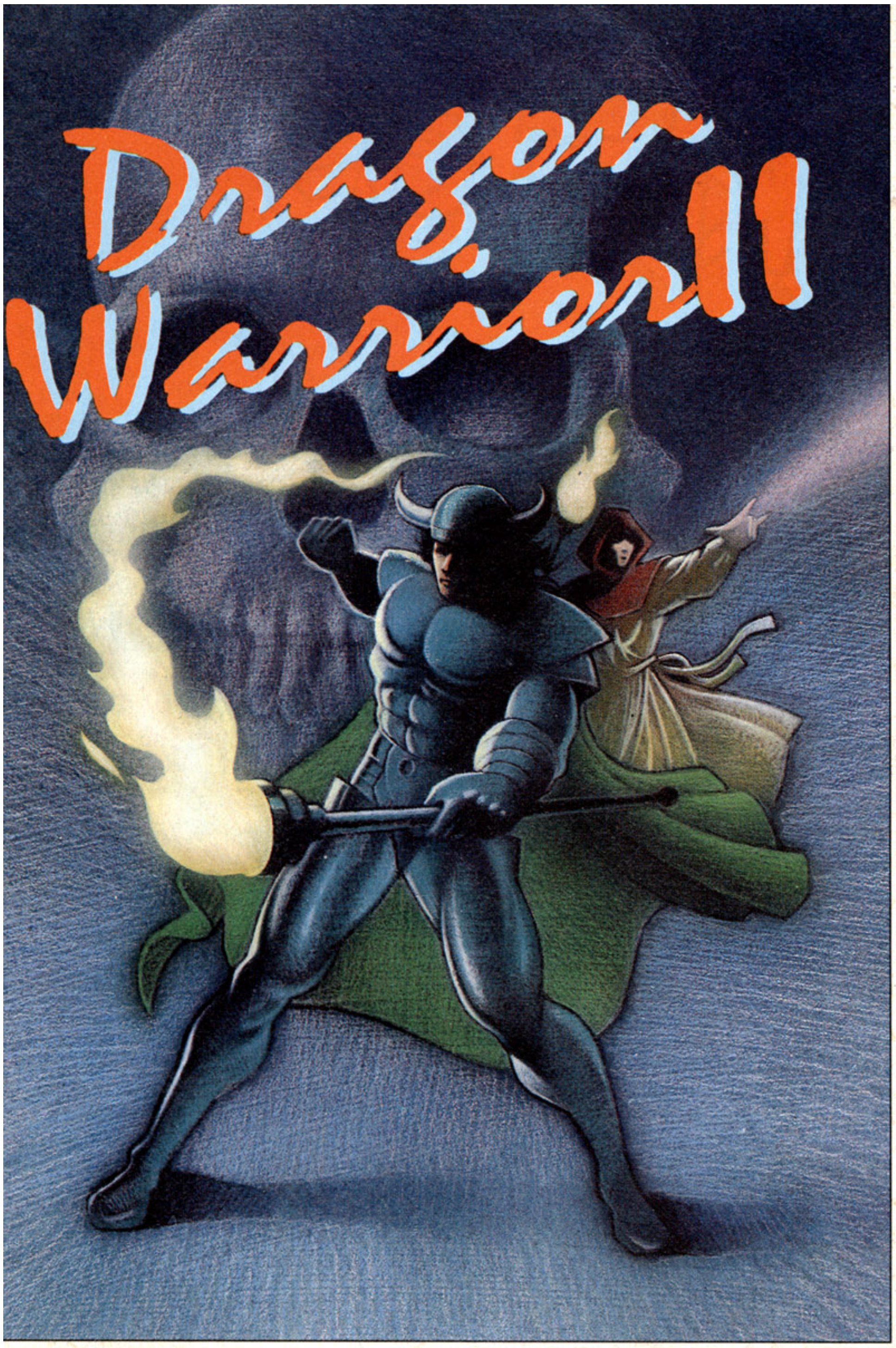
'What service dost thou require?'

Revive a dead comrade.

PROTIP: Early on in your quest it's smart to carry as much of the Medical Herb as you can, along with an Antidote Herb or two. Otherwise, you're going to die alot!

PROTIP: If one of your characters dies you can Trade that character's items to someone else. For example, if Arthro gets bumped off, your character and Elani can still use his Medical Herbs, etc.

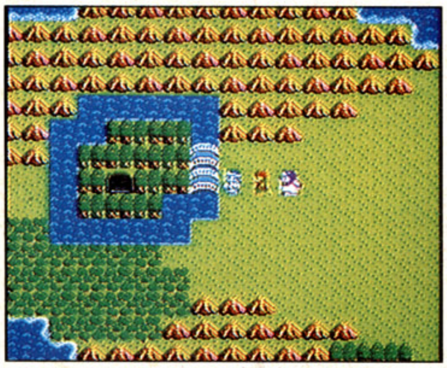
Dragon Warrior II



Cruisin' for Bruisin'

Once you've built up a little strength it's time to head out across the countryside in search of bigger and better things. You won't be able to advance to some areas until you've completed all of the tasks in the area you're in. That's cool because you won't be strong enough to battle the bad guys in the next area.

PROTIP: Your journey begins at Midenhall Castle. Once you've reached Level 3 head west in search of Leftwyne. From there head north to the Castle of Cannock. When you've reached Level 6 you've got the stuff to head northeast to the Spring of Bravery.



PROTIP: You'll discover doors in many areas that you can't open because you need the Keys. You'll find the first key, the Silver Key, in a cave west of Cannock. Try not to explore this cave on your own.

PROTIP: You'll have to search for the elusive Golden Key in the town of Zahan. Look for a friendly dog to help you.

Motley Crew

Lucky for you some of the younger royal set of the nearby castles have decided to help you defeat Hargon – namely the Prince of Cannock and the Princess of Moonbrooke. The problem is you've got to find these two before they can help you.

PROTIP: You'll just miss the Prince when you visit the Spring of Bravery. To catch up with him try checking out the Inns in Midenhall, Leftwynne, and Cannock.

PROTIP: You won't find the Princess until you journey to the second major area of the game. She thinks she's a dog, but if you let her look at herself in the mirror you might convince her otherwise.

Neither the Prince nor the Princess have your fighting skills, and they can't carry weapons as powerful as yours, but both of them know awesome magic. With a little strategy on your part their skills are a perfect complement to yours.

All This and Dragon Warrior, Too!

In order to even find Hargon you face countless hours of exploration, battles, and even aimless wandering! If you liked Dragon Warrior you'll enjoy Dragon Warrior II. It's a good role play for beginners and average gamers, but although advanced gamers may enjoy it, they may find it a little tame. And, hey, if you haven't tried Dragon Warrior, check it out first. It's fun to do these games in sequence to get the full effect of the saga. You'll be a legend in your own time before you know it!

Dragon Warrior II by Enix America (Price Not Available – Available Fall 90).

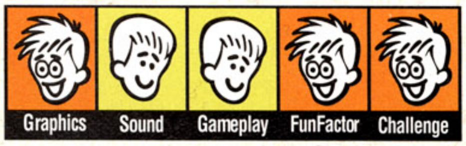


ILLUSTRATION: ERIC LEE

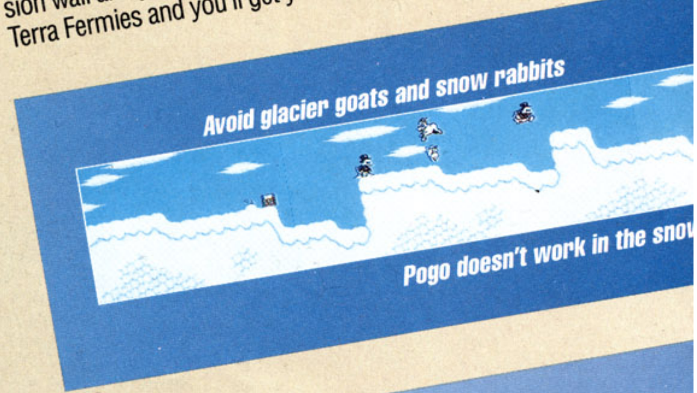
DuckTales

Welcome to Capcom's DuckTales™

As millionaire Scrooge McDuck your mission is to journey through five weird, wacky (or should we say "quacky") and wonderful areas to collect five lost treasures. Your crazy nephews, Huey, Dewey, Louie, and Webby are along to help you and give you hints in each of the different lands. A few other bird brains, like Bubba Duck, Mrs. Beakly, Gizmo-Duck, and Launchpad give you special treats or treasures just when you need them most. Here's a bird's eye view of the journey ahead of you...it's an adventure you won't want to miss.

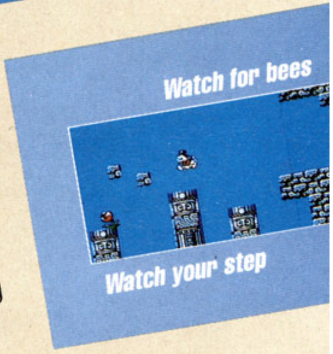
The African Mines

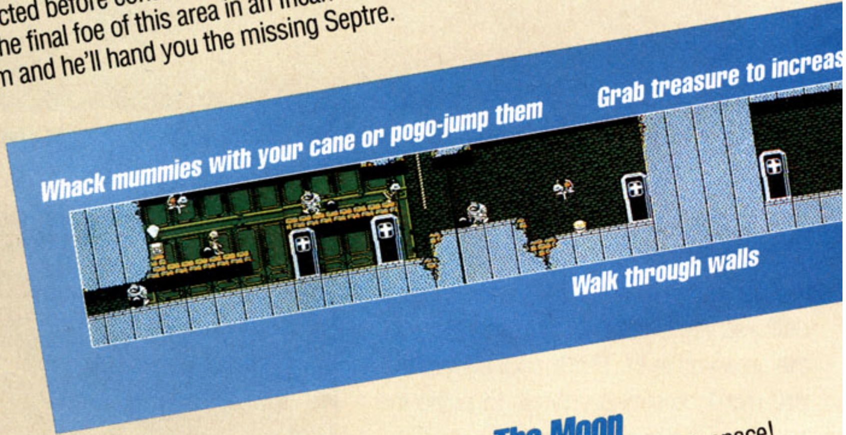
You won't get far in this underground maze unless you've gotten the Skeleton Key in Transylvania. Once you're inside of the mines search for a hidden treasure called the Giant Diamond of the Inner-Earth. To reach this treasure you'll have to get past flying bats, underground swamp creatures and other creepy crawly beasties. Use your pogo-jump to cross the underground swamp. If you're low on energy, look for Mrs. Beakly in the mines. She'll give you a tasty snack. Walk through the illusion wall and you'll find a Scrooge Doll for a 1-up. Beat the King of the Terra Fermies and you'll get your treasure.


Avoid glacier goats and snow rabbits
Pogo doesn't work in the snov

The Amazon Jungle

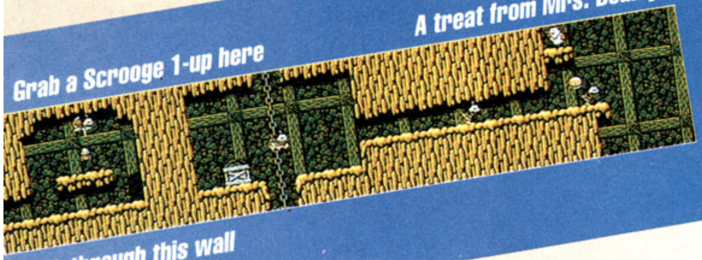
Search through the steamy jungles and climb the Inca ruins as you look for the missing Septre of the Incan King. Remember to perfect your pogo-jump so you can avoid pesky gorillas and buzzing bees. Find a Scrooge Doll in the cave below the jungle—between the spiders and spiked logs. This gives you a 1-up! If you find Launchpad here, or in any other area, you can head back to Duckburg, and unload the treasures you've collected before continuing your journey. Head up among the ruins to face the final foe of this area in an Incan Temple—the evil Zarduck! Beat him and he'll hand you the missing Septre.





The Moon

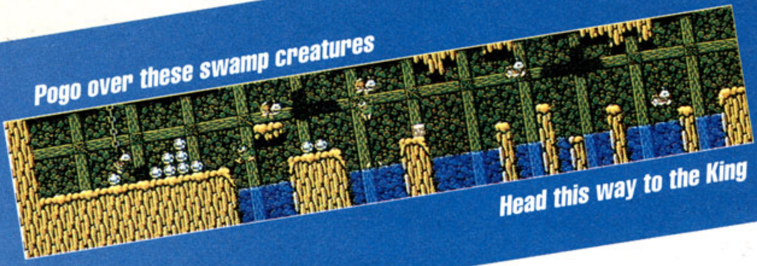
Yipes, you're in outer space! Space ducks fly right and left as you search for the Green Cheese of Longevity—the final treasure that gives you the strength to complete your mission. To searc all the rooms in the giant UFO, you'll need to find the key–hidd



Grab a Scrooge 1-up here

A treat from Mrs. Beakly

Walk through this wall

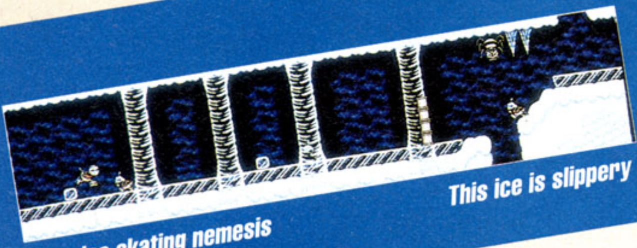


Pogo over these swamp creatures

Head this way to the King

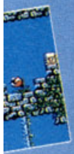
The Himalayas

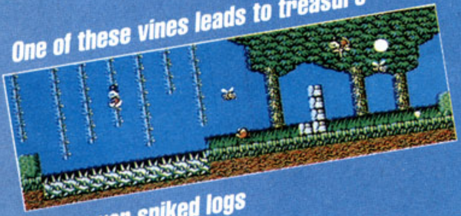
Brrr..This is a chilly spot, filled with ice and snow. You'll find that your pogo-jump doesn't work in the snow. Even worse, that ice gets awfully slippery under your webbed feet! Watch your step down here or you'll plummet into an ice crevice. Bubba Duck is trapped—frozen in the ice. If you rescue him, he'll give you a special power-up to increase your maximum energy. Make your way through this icy maze and you'll go up against an Abominable Snowman. Knock him out and you'll get the Crown of Genghis Kahn.



This ice is slippery

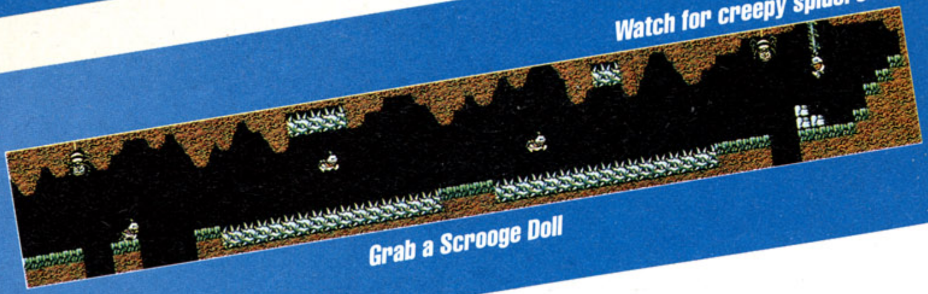
Your ice skating nemesis





One of these vines leads to treasure

Pogo over spiked logs



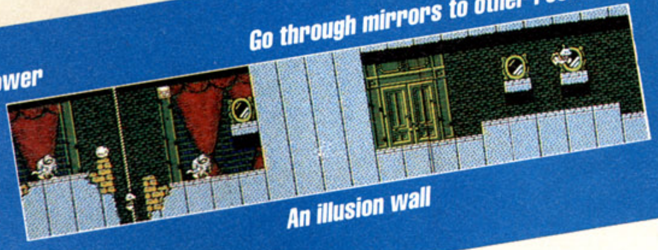
Watch for creepy spiders

Grab a Scrooge Doll

Transylvania

It's a thrilling, chilling scene as you wander through the halls of this haunted mansion. Watch out for duck mummies and skeletal duck zombies! A quick swing of your cane sends the mummies spinning. Talk to your nephew Huey for a clue. Use mirrors to transport yourself to the different rooms of the mansion. Remember, this is a haunted mansion—in some places you can walk right through the walls and find special secret treasures, or dangers, on the other side. Behind one of these walls grab a special power-up that increases your maximum power level. Beat Magica de Spell at the end of this level and he'll give you the Coin of the Lost Realm.

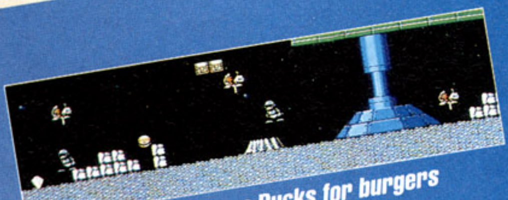
your power



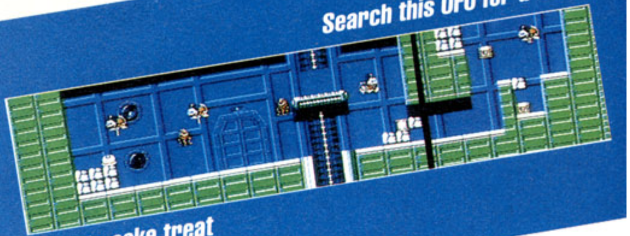
Go through mirrors to other rooms

An illusion wall

igh up in the farthest left hand corner of the space ship. Once you've got the key you can find Gizmo Duck's lost remote controller. Use this to contact Gizmo Duck. He'll help you get past the giant wall on the Moon's surface. Then it's on to the cheese.



Jump on Space Ducks for burgers



Search this UFO for a key

A tasty cake treat

The Final Level

Succeed in collecting all five lost treasures and you're set to face the fowlest and final of your battles with Flintheart Glomgold—the worst of all Scrooge's enemies. So what are you waiting for? Uncle Scrooge and all your other beaked buddies from Duckburg are ready to go treasure hunting!

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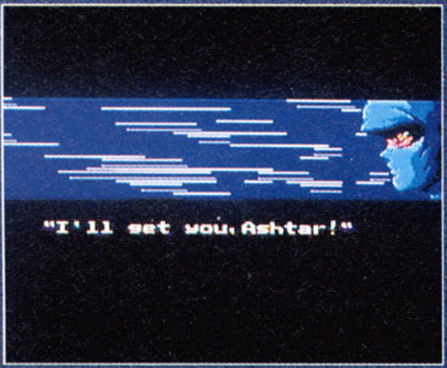
NINJA GAIDEN II

By Gary Barth

It's been a year since everyone's favorite ninja, Ryu Hayabusa, defeated the evil demon, Jaquio, and rescued Irene, the beautiful and mysterious CIA agent. Now, evil stirs across the land once again as Ryu, now known as the Ninja Dragon, sets out to battle Lord Ashtar in Ninja Gaiden II. It's Tecmo's sequel to their smash arcade/action hit, Ninja Gaiden. Like the original, this cart boasts excellent action sequences and superior graphics, along with special animated story-line sequences that take place between the different levels.

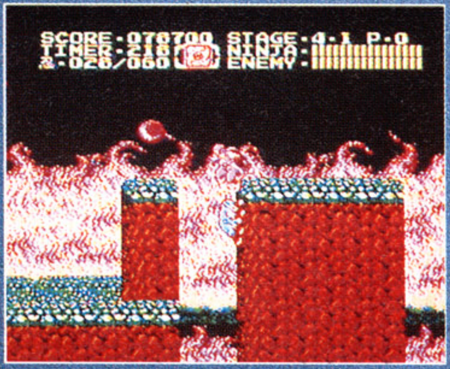


"I'll get you, Ashtar!"

Follow the story in these animated sequences.

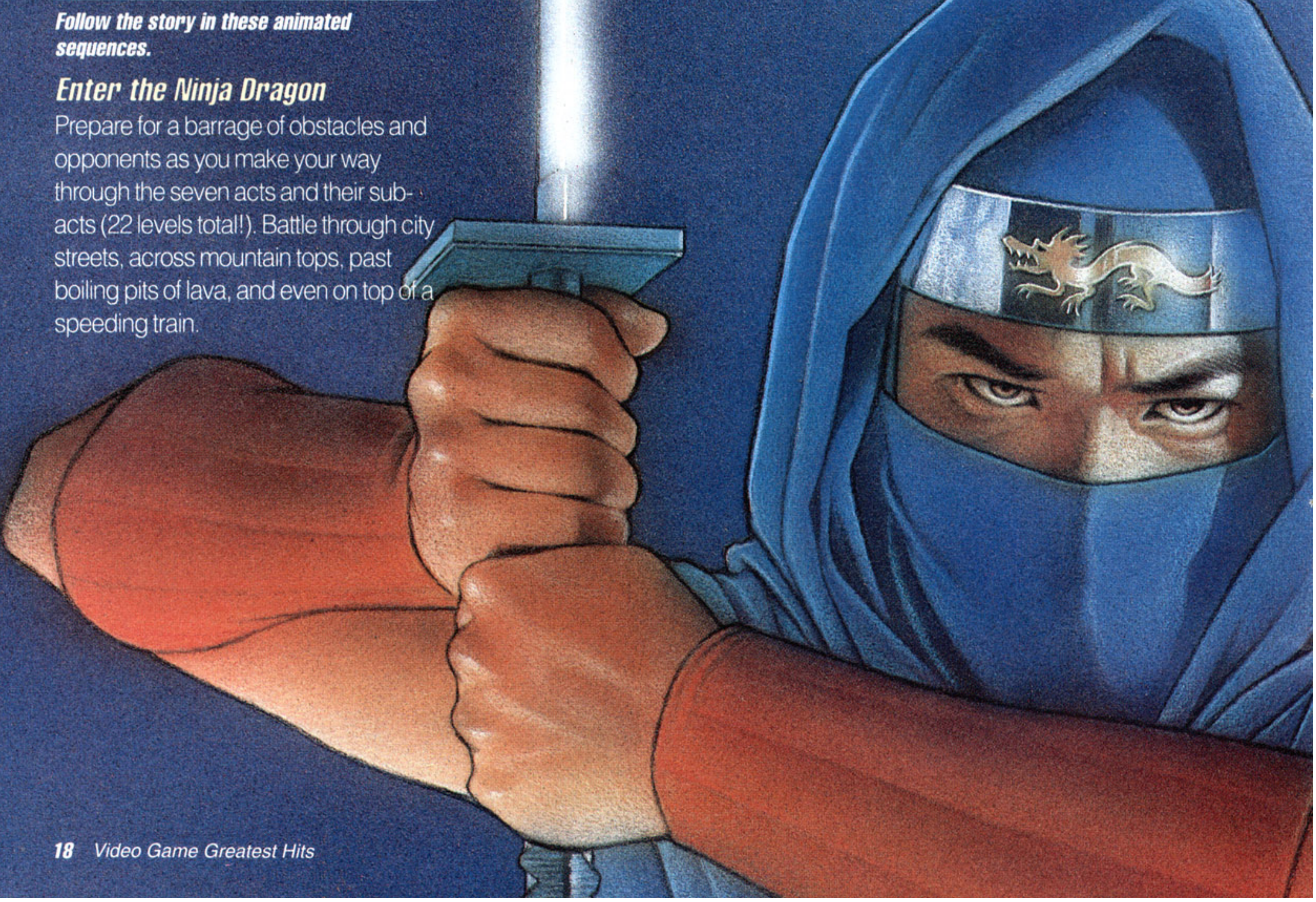
Enter the Ninja Dragon

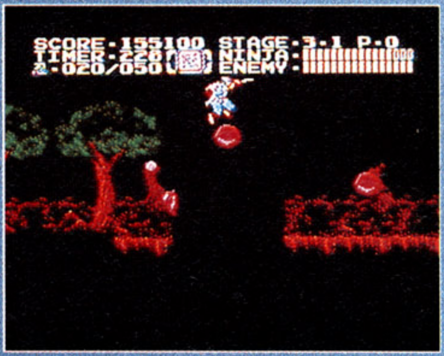
Prepare for a barrage of obstacles and opponents as you make your way through the seven acts and their sub-acts (22 levels total!). Battle through city streets, across mountain tops, past boiling pits of lava, and even on top of a speeding train.

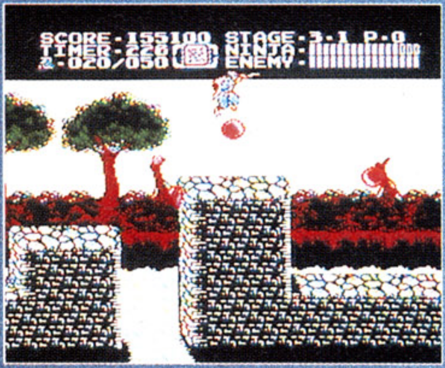


Leap over blazing lava pits.

Survive the different perils that await you in each grueling level by fighting off soliders, birds of prey, and, in some acts, elements of nature.







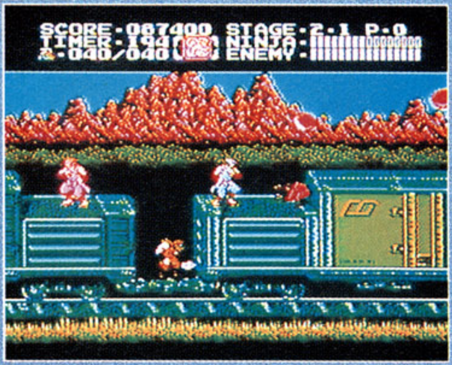
PROTIP: You'll find yourself in the middle of a wicked thunder storm. Move only when the lightning flashes and you can see where you're going–otherwise, you'll find yourself in deep trouble! To protect yourself press Pause when there's no lightning. Nothing can hit you but the storm continues. When the lightning flashes again, hit Pause and move on.

PROTIP: The wind and snow in Act 2-2 blows you around and puts a damper on your agility. When you make long jumps across cliffs, don't jump into the wind.

Ninja Magic

Hack the red dragon crystal balls and grab the different power-up items and weapons to increase your strength and Ninjutsu skills. Red and blue ninja power increases your overall power. The Scroll of the Dragon Spirit increases your maximum power levels. Medicine heals you and revitalizes you for your battles.

Grab ghost ninja clones. They'll back you up and battle side by side with you.



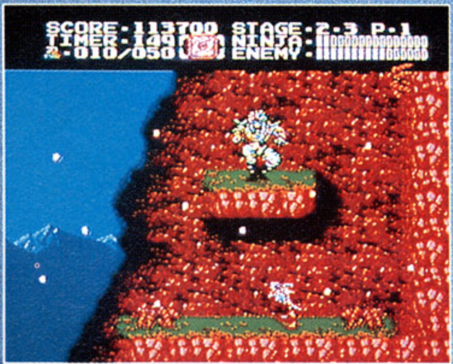
Your Ninja clone is your only friend on this speedy train.

As your powers increase, use the special Ninjutsu skills to make yourself a formidable foe. The deadly Throwing Stars are the basic Ninjutsu weapon. When you're stronger, try the Art of the Fire Wheel and burn your enemies to a crisp. Use the power of your Dragon Sword to transform electrical energy into Fire Dragon Balls which you can hurl at your foes. Your strongest Ninjutsu skill is the Invincible Fire Wheel. When you call on this magic, blazing flames appear and whirl around your body, frying your enemies and making you invincible for several seconds.

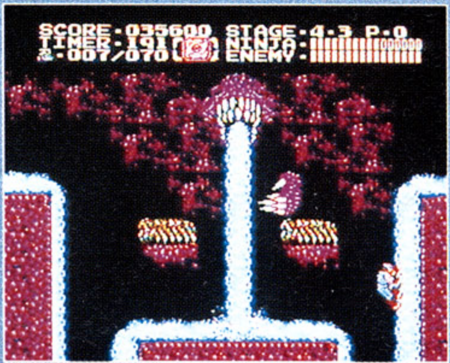
PROTIP: Remember, this item won't work when you have other items in your possession.

Beat the Boss

At the end of each level, you must fight and defeat a special boss. As you progress through the game, the bosses become harder and harder to beat. Each villain has either a special power or a weapon that decreases your physical strength by as much as three units with just one hit, so watch out!



PROTIP: In Act 2-3 dodge the spikers that Baron Spider hurls at you. The best way to beat the Baron is to climb to the top of the wall on the right of the screen and then when the Baron jumps off his ledge, follow him down and hit him as many times as possible before he jumps back up. Repeat this strategy until you defeat him. And, by the way, watch out for snow flurries!



PROTIP: Beat Naga Sotuva, the underworld water dragon, by climbing up one side of the waterfall while his claw snipes at you from the other side. Use your special climbing ability by holding down the A button and pushing either Left or Right on the controller (depending on which direction you're facing). Once you're up on top of the waterfall, you've got a clean shot at Naga Sotuva.

The End?

Will Ryu meet up with Irene again? Who is the mysterious Robert T.S.? Where is Ashtar, and how is Ryu going to stop him? Ninja Gaiden II features the same top notch action found in Ninja Gaiden (there is a Continue option this time!), as well as classy graphics and fun movie-style animation to keep the story line flowing. Here's your chance to prove once again that you're not just another ninja!

Ninja Gaiden II by Tecmo (Price not available).

By Tobar the 8 Man

When we last saw Mega Man, he had just mopped up the floor with the evil Dr. Wily and his team of super robots (Wood Man, Crash Man, Quick Man, Heat Man, Metal Man, Air Man, Flash Man, and Bubble Man, for those of you who have forgotten).

Dr. Wily, having suffered his second defeat at the hands of our hero, is switching sides. Yep, that's right, campers! The evil Dr. Wily is now one of the good guys. He's even volunteered to help Dr. Light (his ol' lab partner) create the ultimate peace-keeping robot, called "8."

8 is just about ready for a test run, but first it needs some energy crystals to power it up. The crystals are located on eight nearby mining worlds. But the robot work forces of these worlds have rebelled, attacking all visitors.

So it's Mega Man to the rescue!

Give a Dog a Bolt

Mega Man doesn't take on this mission solo; this time he's got a faithful canine companion named Rush. Rush is no mere mutt, he's a robot dog that can change into three extremely helpful devices: a trampoline, a submarine, and a hover car. He and MM make a powerful Mega team!

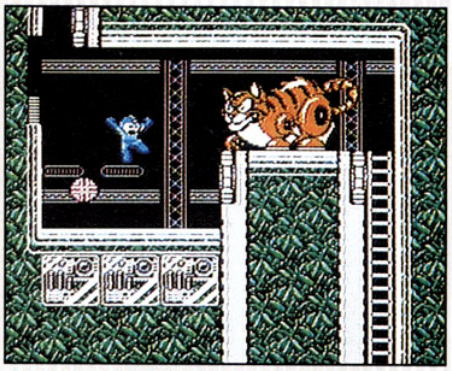
The Spin Cycle

As in his other adventures, Mega Man fares better if he takes on his adversaries in a particular sequence. So, we'll describe the eight worlds in the order that worked for us.

First stop for the blue, metallic defender of justice is Top Man's world. Here you'll encounter a horde of robotic monstrosities that'll make MM's head spin.

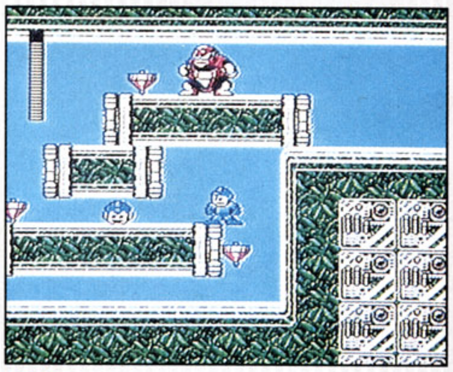
PROTIP: Beat the fat Spinning Top robot by waiting for him to release three tops. When the tops reach the bottom right corner of the screen, jump down off the ladder onto the stairs and blast him.

The giant robotic cats are particularly nasty. They sit perched on ledges, tossing their deadly toys and robot fleas down on MM's head. Mega will need nine lives to survive these mechanical mouse-catchers.

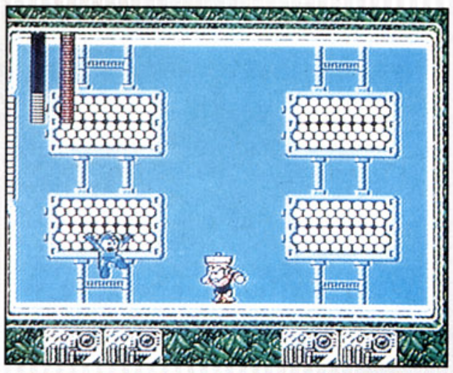


PROTIP: Defeat the first robo-kitty by staying to the far left side of the screen and destroying ONE of the two bouncing balls that it tosses at you. Avoid the second ball by jumping over it when it's near you. While avoiding the ball, jump and shoot the feline in the paws.

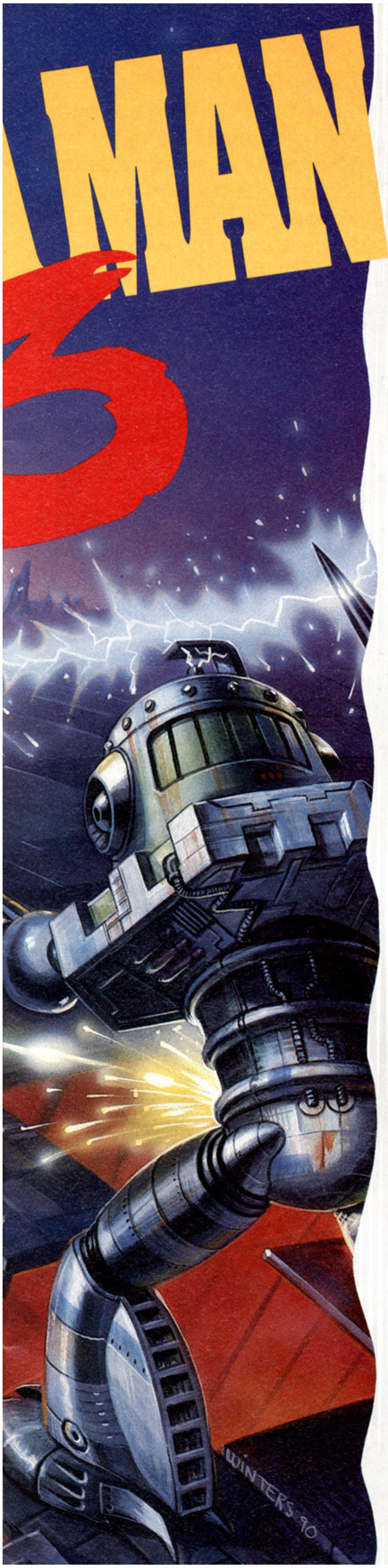
PROTIP: Destroy the second robo-kitty by jumping over the two bouncing balls, then shooting two of the three robo-fleas. Slide under the remaining flea when it jumps and shoot the cat in its paws (just like the first one).



PROTIP: A great place to pick up 1-Ups is right after the second kitty, where you meet the second chubby Top-spewing robot. Jump up to the second level of this screen and shoot the tops as they come towards you. Let them get close so you don't have to slide far to pick up all the 1-Ups, weapon power ups, and energy power ups that appear.



PROTIP: Your best chance to defeat Top Man is to jump over him when he comes

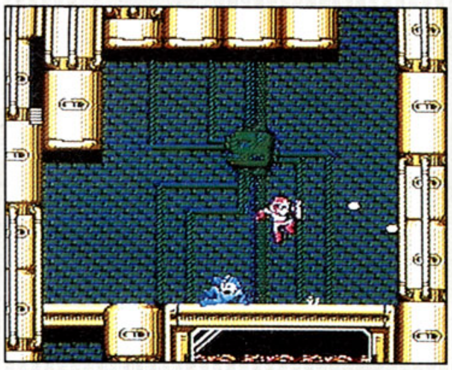


spinning towards you, then fire rapidly with your blaster. If you can avoid him each time he charges at you, you can outlast him.

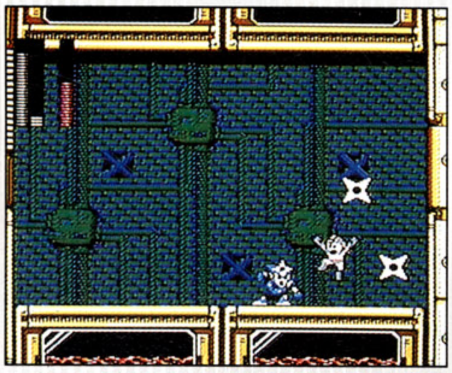
Chased by Shadows

With Top Man disposed of, it's off to Shadow Man's world. This level isn't as dark as you might suspect, but it does have areas where special projectors create an illusionary background. MM will have to watch his step while these movie machines are rolling.

During this level Mega Man encounters his evil brother Bruce (an early experiment of Drs. Light and Wily that failed) for the first time. Sometimes he'll just get in MM's way, and other times he'll try to destroy MM by shooting him or pouncing on his head.



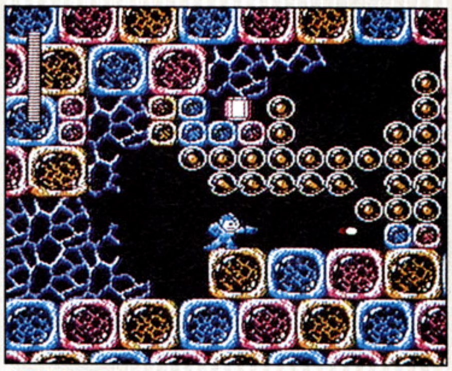
PROTIP: To beat Bruce, time his jumps and run under him just as he's about to jump on Mega Man. Then, turn and shoot him with the Mega Blaster.



PROTIP: The Top Spin is your best weapon against Shadow Man.

Split Personalities

Gemini Man's world is a combo of space and water. MM starts off on the surface, with an outer space backdrop. Then, he works his way inside and underwater. When MM reaches the end of the level, it's time for a face-to-face confrontation with Gemini Man, a real double-header.



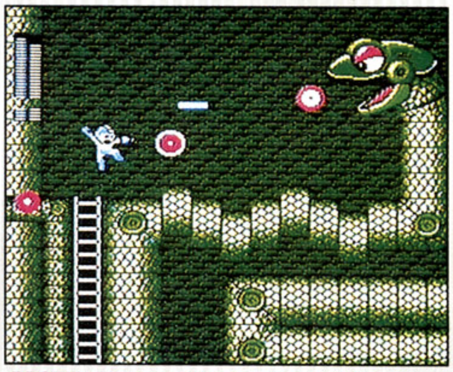
PROTIP: Gemini Man's lair is a great place to pick up 1-Ups, energy power-ups, and weapon power ups. Shoot as many bubbles as you can find to collect all the bonus items.

A Needle in a Haystack

Needle Man has a point to make with Mega Man and he's aiming it at MM's head. But Needle Man won't get a chance if the Needle Harrys get MM first. Needle Harrys (the main inhabitants of Needle World) resemble robot porcupines. They love to shoot metal quills, then roll up in a ball and bowl over their enemies.

Tipping the Scales

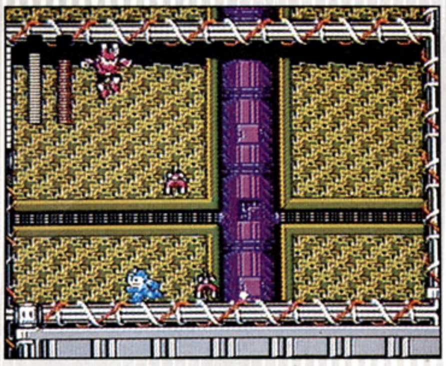
Hope Mega Man doesn't have a fear of reptiles, because Snake Man is next on the agenda. There's all kinds of slimy robotic reptiles here – small snakes, large snakes, etc. Later in the level, MM will take to the clouds as he makes his way to Snakey's lair.



PROTIP: Destroy the large, rippling snake by jumping two fireballs, then firing the Gemini Laser at it. It takes four shots to destroy it.

Opposites Attract

Once he skins Snake Man, Mega Man should assault the lair of Magnet Man. Magnet Man's world is a real attractive place – it's full of magnetic fields that cause trouble for anything made of metal. Guess what Mega Man is made of?



PROTIP: Magnet Man can be defeated with the regular Mega Blaster. When Magno leaps high in the air, run underneath him so he can't hit you with his magnets, then run to the far left or right so he can't land on you. Now, chase Magnet Man to the other side, firing continuously.

Hard Times

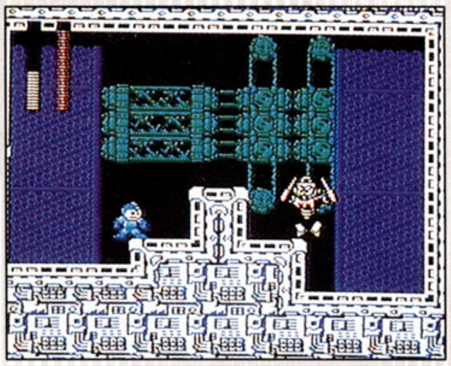
Rocky terrain will greet Mega Man when he gets to Hard Man's world. Mechanical Bees will buzz him, and Mechanical Apes will swing into action, trying to pounce on MM's noggin.

Hard Man himself isn't all that hard. Nail him with your Magnet Missiles or blast him with your Mega Blaster. Just be sure to move out of his way when he tries to land on you.

Shocking Blue

Spark Man's world is an exciting place. You could almost say, the air is "charged" with electricity. There are plenty of obstacles to zap our hero.

Spark Man resembles a little spark plug with an attitude problem. Defeating him will net Mega Man the Spark Gun. This pistol packs a real wallop to most robots; it short circuits them, freezing them for several seconds.

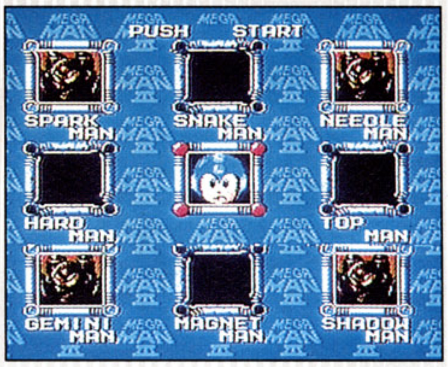


PROTIP: Defeat Spark Man by standing on the first stair and using the Shadow Stars on him.

Will Our Mystery Guests Sign in Please?

When you've defeated all the basic baddies, there are four more tough guys to tangle with. Their identities are a mystery, their faces are masked, but those of you who have Mega Man 2 will recognize these creeps right away.

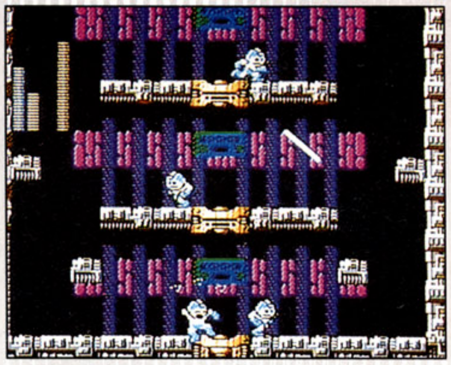
The mystery villains have taken up residence on the former worlds of Spark Man, Gemini Man, Needle Man, and Shadow Man. However, they've altered the worlds, making them more challenging. And you thought these places were tough the first time around!



Unmask these baddies if you're good enough.

The Big Boss

What would a Mega Man game be without an ultimate evil? In the first two carts in the series Dr. Wily played the Snidely Whiplash role. But Dr. Wily's one of the good guys now, isn't he? We'll let you discover who's behind the robot rebellion for yourself.



So many Mega Mans...so little time!

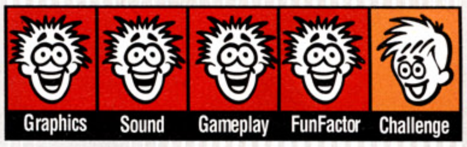
A Mega-Hit!

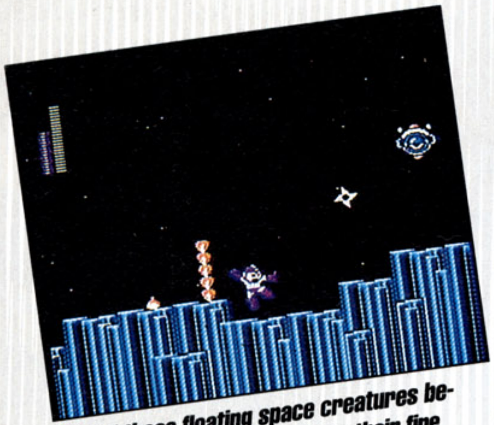
Fans of the Mega Man series will be ecstatic that Capcom has retained the same game style – graphics, game play, challenge level – as MM 1 and 2. Why mess with success? MM's sidekick, Rush the Robo-Dog, is a great addition to the series, and Mega Man's M.V.W. (Most Valuable Weapon).

Mega Man 3 is packed with 3 megs of memory and uses a password system similar to the first two games in the series, except this time, due to the game's complexity, the password uses both blue and red dots (rather than just a red dot), and uses the letters A through F and the numbers 1 through 6.

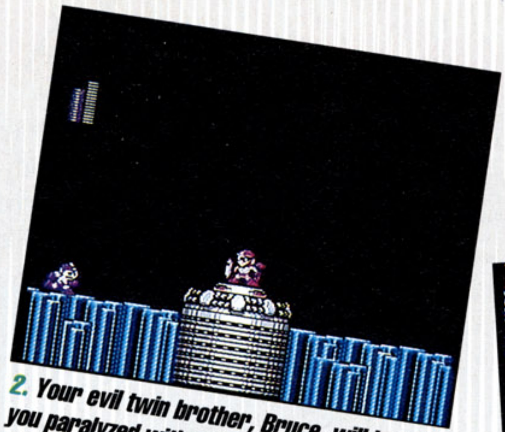
Gamers can safely bet that Mega Man 3 will be one of the monster hits of 1991. It's got everything that a great video game should have: incredible challenge, exceptional game play, stunning graphics, and some nifty weaponry. It's mega-riffic!

Mega Man 3 by Capcom ($54.95 – Available Winter 90).

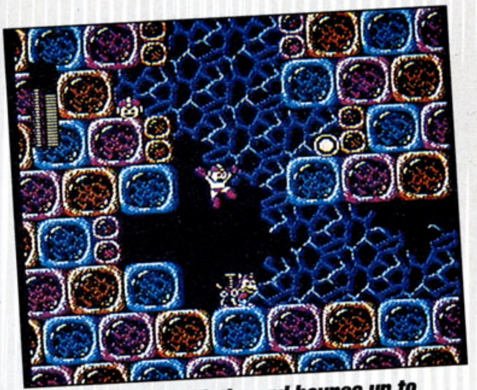




1. Nail these floating space creatures before they hover over and drop their fire seeds.

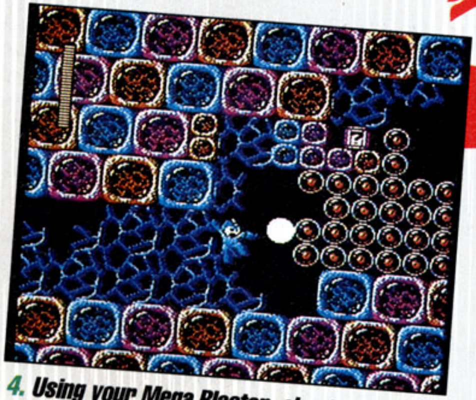


2. Your evil twin brother, Bruce, will have you paralyzed with fear. There's nothing you can do here but watch and wait.

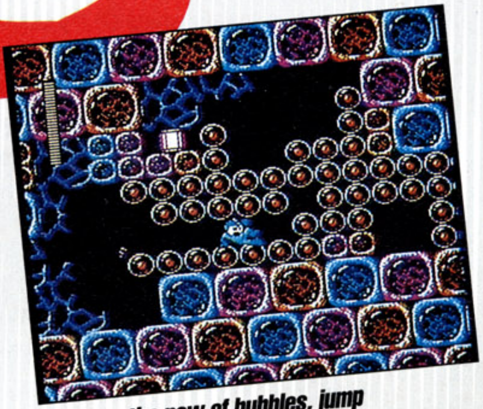


3. Give Rush a whistle, and bounce up to grab the power-up to the right. You'll need Rush in his jet sled form to get the 1-Up to the left.

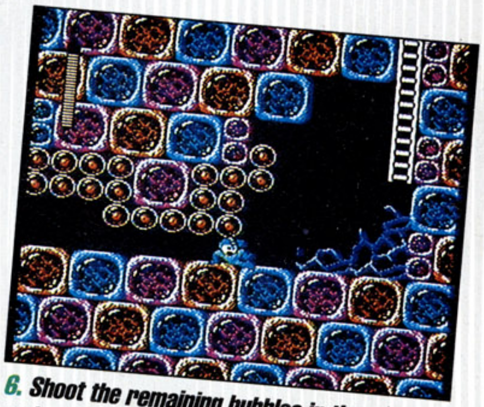
MEGA MAN 3



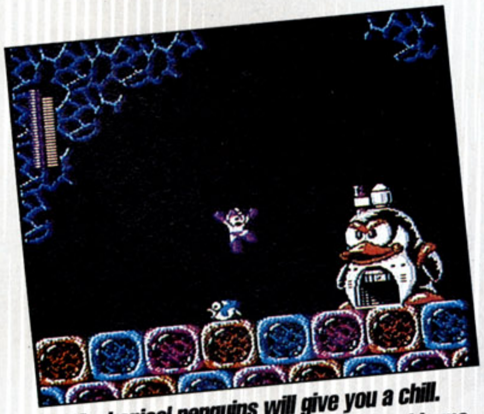
4. Using your Mega Blaster, shoot the second row from the bottom (the row with the bubbles jutting farthest to the left).



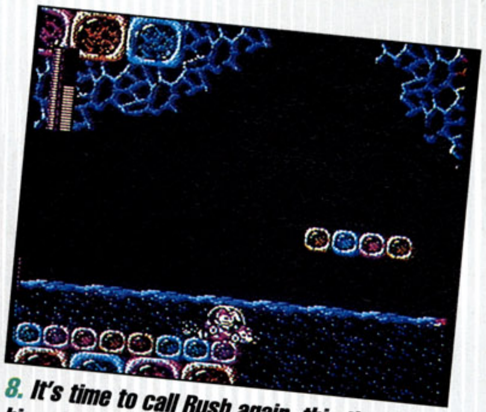
5. Clear the row of bubbles, jump up and slide right.



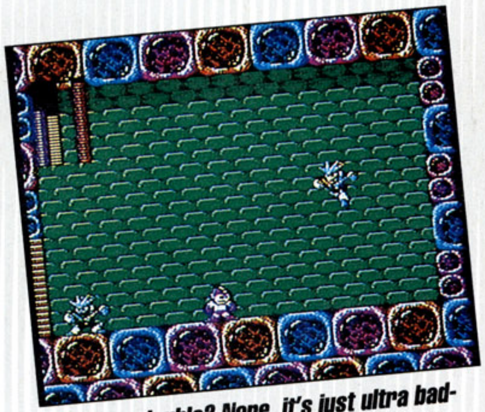
6. Shoot the remaining bubbles in the row and you'll be able to reach the next section.



7. Mechanical penguins will give you a chill. Hop over the small ones, and blast the big mamas in the head with your Shadow Stars.



8. It's time to call Rush again, this time in his submarine form. Jump in and cruise to the middle of the water area. Don't forget to blast the large fish that get in your way.



9. Seeing double? Nope, it's just ultra baddie, Gemini Man. Blast away at one of the doubles with your Shadow Stars or Mega Blaster, then concentrate on the other. It helps to have one energy can in reserve for this tough area.

NINTENDO PROVIEW

By Bro' Buzz

It's 2029 in America, but this year the citizenry won't be celebrating Independence Day. The evil Emperor Garuda has built an impregnable fortress around New York City, and no force has been able to stop his malevolent plans to enslave the U.S. This looks like a job for – Ninjas?

Shadow Warriors

That's right. Ninjas show up from out of nowhere to try to save America in Shadow of the Ninja. Does the name "Natsume" ring a bell? This is the first NES cart from that company, whose programming prowess appears in a bunch of other carts such as Contra and Abadox.

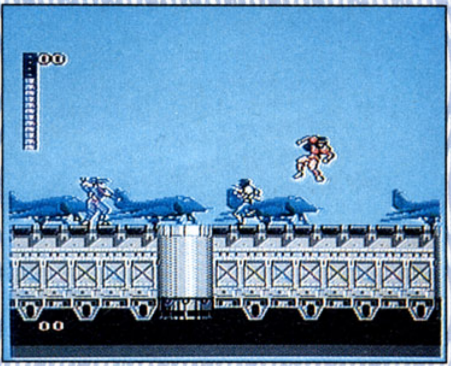
Natsume's video game-making experience is certainly in evidence here. This is an exciting adventure cart with excellent graphics and challenging gameplay. The graphics are sharp with picture perfect stills between levels. The sound effects are great, even the background tunes are catchy.

Dangerous Places

Shadow features five levels with sixteen stages that will definitely stretch your video Ninjitsu skills. The action flows horizontally from left to right and scrolls 360 degrees. One or two gamers play either Hayate or Lady Kaede, Ninjas of the Iga clan who are out to stop Garuda and his malicious minions.

Hayate and Lady Kaede.

You begin at the Sea Port for a vicious fight across a fleet of derelict ships. Next, you dive into the dark, dank Underground Sewers that are overflowing with slimy villains. On the Rooftops of the City you engage in skyhigh action against an awesome urban backdrop. The Air Fortress is a flying platform of death where acrobatics are as important as martial arts skills. In the Final Fortress, Garuda's army wages an all-out onslaught against you – and then you face the Mad Emperor himself.



The Air Fortress.

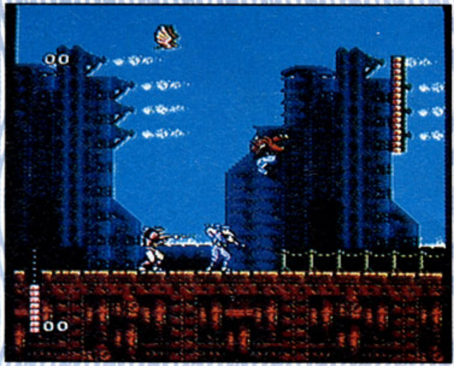
PROTIP: In Stage 4-2 you can jump down (and off-screen) into shafts with elevators going up. In fact, ride elevators all the way up and off-screen and you reappear on the elevator at the bottom of the screen. However, don't fall into a shaft with down-going elevators or try to ride a down elevator off-screen; you'll lose a life.

PROTIP: You can automatically hop onto Stage 4 elevators by standing off ledges on one foot and letting the elevator run into you.

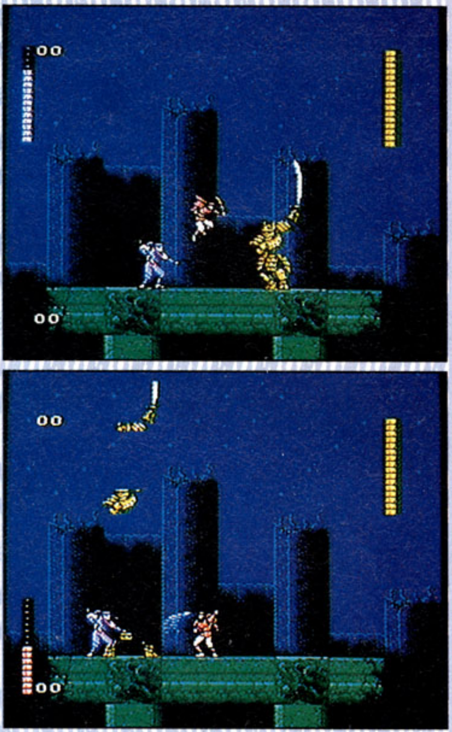
Bad Company

Garuda's forces are formidable, and they are about as imaginative a batch of bad guys as there is. You face 17 types of guards, creatures, and robots as well as five boss bodyguards.

Several villains require some fancy fighting. Capt. Hawk and his bird of prey buddy, for example, are double trouble, but they're even worse when you beat them. Cybork stands on his own two feet, and they attack you when you split him in half. Precise swordsmanship makes the Golden Samurai fall apart, but he quickly reforms someplace else. There are few pushovers here.



Capt. Skyhawk's Bird in the Hand.



Breaking up the Golden Samurai is hard to do.

PROTIP: In Stage 2, try to get the Water Ninja while they're still spinning in the air to hold down your injuries.

PROTIP: The Boomerang Master's boomerangs won't hurt you on their return flight.

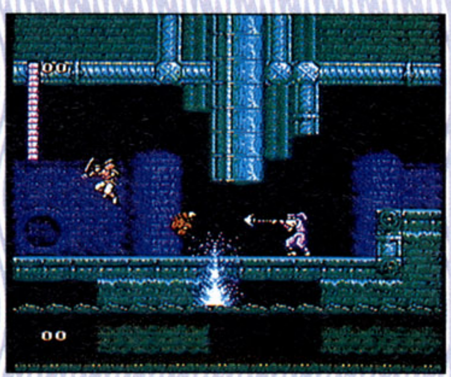
PROTIP: Watch out for shots from the Geometrons' grenade launchers; they'll get you even after you defeat them.

PROTIP: To beat the Stage 2 Killer Tank first blast the pulse cannon. Then hop onto the top and slash the other pulse weapon when the "eye" appears. But you must hop off to avoid the pulses.

Ninja Moves and Weapons

Shadow offers standard video Ninja weaponry with something a little bit different. Naturally, your basic weapon is the Katana (sword). Along the way you break open Item Boxes to find Shurikens and the Kusarigama (Sickle and Chain).

The Kusarigama is an unusual weapon that you toss and retract. It can impale hard-to-reach adversaries, and you can fling it at an upward angle as well as straight up.

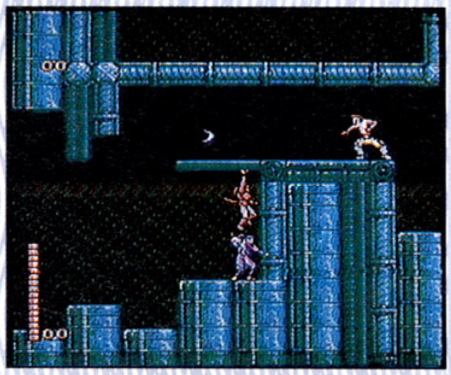


The Sickle and Chain.

PROTIP: Use the Kusarigama to keep Palooka and his sliding kick at a distance – or jump over him and run away.

In addition to weapons, Boxes also relinquish Healing Potion, Bombs, and Scrolls that increase weapon range. You won't find any Ninja magic; however, even though magic would add some flair to the fighting, the weapons get the job done.

Hayate's and Kaede's moves are basic – running, jumping, ducking, and fighting – but they've got one slick maneuver. Jump up and grab overhangs and you can either slide along them or do a cool flip up onto a platform.



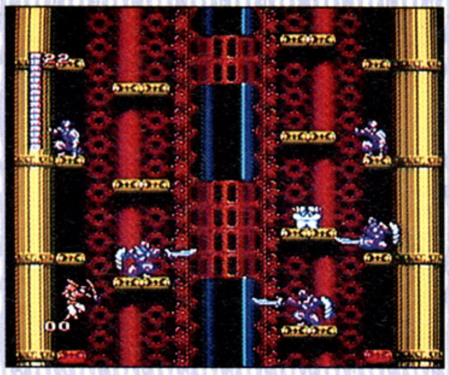
The One-hand Grab.

PROTIP: Make Time Bombs explode harmlessly by walking towards them and then quickly reversing your path.

PROTIP: You can use weapons as you dangle from an overhang.

Out of the Shadows

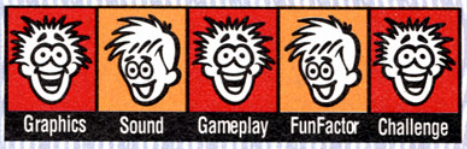
Ninja clans practiced their art in relative secracy for centuries – until video games latched onto them. Now, these masters of invisibility are definitely in danger of overexposure. Shadow of the Ninja, however, is above average Ninja fare with top of the line graphics and fast-paced gameplay. One minor hang up is the noticeably sluggish transition between dialog screens. But all in all this is a top flight, fast-paced action cart.

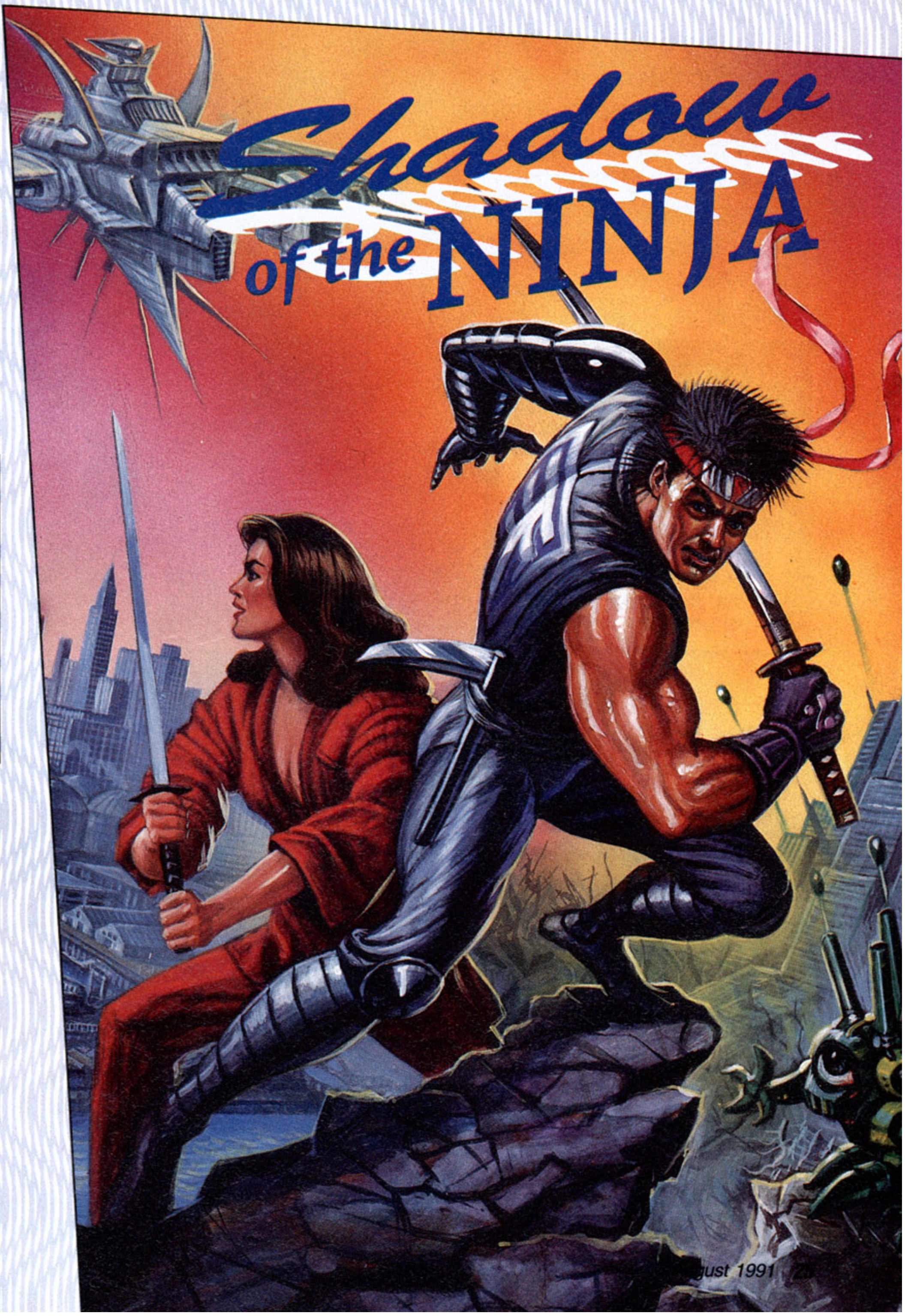


The final stage is a Ninja nightmare.

Can two Ninjas free the Land of the Free? In America anything's possible.

Shadow of the Ninja by Natsume ($44.99 – Available Fall 90).



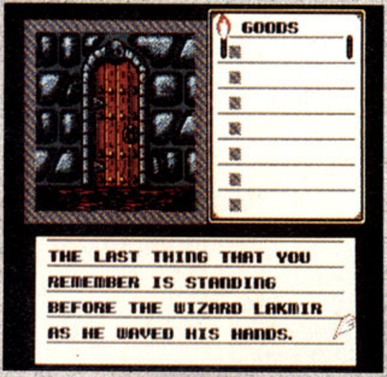


SHADOWGATE

By Charlie T. Aslan

"The last thing you remember is standing before the Wizard Lakmir as he waved his hands. Now you find yourself staring at an entryway that lies at the edge of a forest." The Evil Warlock is threatening to unleash the Behemoth upon the land. You are the last of the Line of Kings. If you can't stop him, no one can.

So begins your journey into the castle, Shadowgate. The skull carving above the door grins maliciously as you prepare to enter. Perhaps it is laughing at the seemingly impossible task that lies ahead of you. Or perhaps it holds some secret to the danger that lies within.



THE LAST THING THAT YOU
REMEMBER IS STANDING
BEFORE THE WIZARD LAKMIR
AS HE WAVED HIS HANDS.

PROTIP: Before entering the castle, check the skull over the door!

Your journey through the castle is fraught with constant danger. You'll need your mind, rather than your joystick skills, to get out of this one alive. Use your NES controller like an Apple Macintosh mouse as you point and click your way through the dark, dank passageways, underground caverns, collapsing floors, and even more unimaginable obstacles.

PROTIP: Use common sense. Jumping down unlit holes, attacking creatures larger than yourself, and lingering too long in dangerous areas are sure ways to death! So investigate everything, but always proceed with caution.

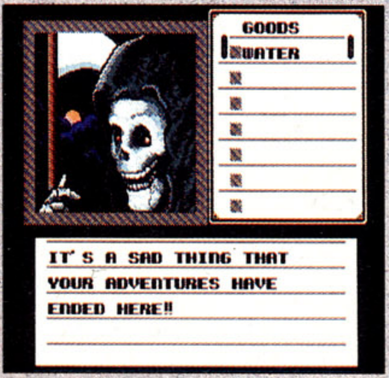
Windows will help you survive your journey through Shadowgate. Use the View window to keep track of where you are and decide what you want to do next. Pick from a variety of actions with the Command window–including Examine, Take, Open, Close, Use, Hit, Leave, Speak, and Move!

PROTIP: Take all the torches you can get! The safest bet is to have two lit at all times. That way, if one goes out, you aren't left in the dark to stumble and fall, and...well...you know what happens then!

You can quickly check what objects you're carrying by flipping through the cards in the Inventory Window. With the Self box you can use an object on, or do something to, yourself. This lets you gulp down potions, or whatever else you need to do!

PROTIP: There's a way to get across the weak rope bridge over the chasm–without shedding all of your equipment. Just search for the right potion.

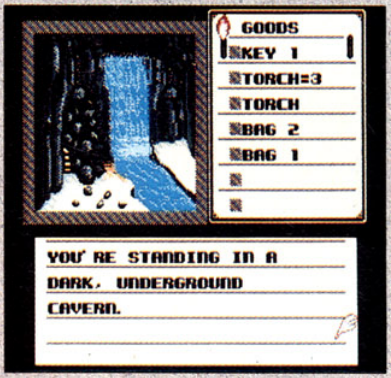
To succeed in your quest to prevent the hideous Behemoth from rising from the depths of Hades, you'll have to defeat the Warlock.



IT' S A SAD THING THAT YOUR ADVENTURES HAVE ENDED HERE!!

PROTIP: You've got a limited amount of time to find and defeat the Warlock. The evil one materializes throughout the game (in ghost form). Consider each appearance a warning. A half dozen warnings or so and it's curtains!

To stop the Warlock you'll need special magical items. Find them by exploring the castle. Some items are where you'd least expect them, so make sure to check for secret passages. Doors are not always obvious.



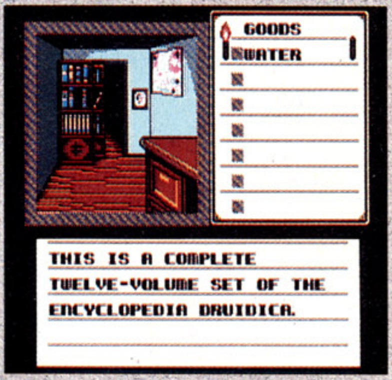
YOU' RE STANDING IN A DARK, UNDERGROUND CAVERN.

PROTIP: In the Lake Area there's a hidden cave behind the waterfall. Be sure to explore it!

Save everything! You can carry an unlimited number of objects and you'll use almost everything you find. Heed the clues you discover along the way–they'll help you determine what special items you'll need for your final showdown with the Warlock.

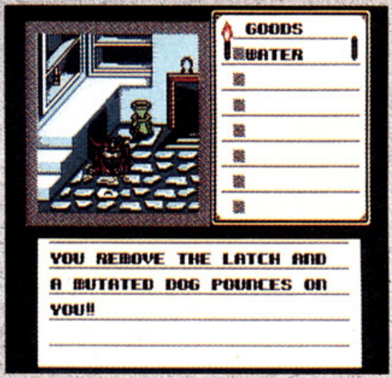
PROTIP: Don't forget to hit the Start button in different areas. You never know when you'll get an extra hint!

Shadowgate, from Kemco-Seika, is a classic one-player fantasy adventure game taken from the computer gaming world and redesigned for your NES! Unlike most adventure games for the Nintendo, Shadowgate requires you to "think before you hack." Brains, memory, and cunning will conquer this castle, not brawn!



THIS IS A COMPLETE TWELVE-VOLUME SET OF THE ENCYCLOPEDIA DRUIDICA.

Read everything you can read. It's the best way to learn the magic spells you need.



YOU REMOVE THE LATCH AND A MUTATED DOG POUNCES ON YOU!!

Sometimes you open things and get much more than you bargained for!

By Gideon

If you thought you'd seen the last of the evil Red Falcon when his island hideout was destroyed in the classic game Contra, think again! Red Falcon escaped to his home planet, and, boy, is he holding a massive grudge against Earth! He's especially hot to get the two heroes responsible for his defeat–Mad Dog and Scorpion. With vengeance in mind Red Falcon searched the entire galaxy and rounded up the nastiest crew of villains he could find. His goal–to mount a second assault on Earth.

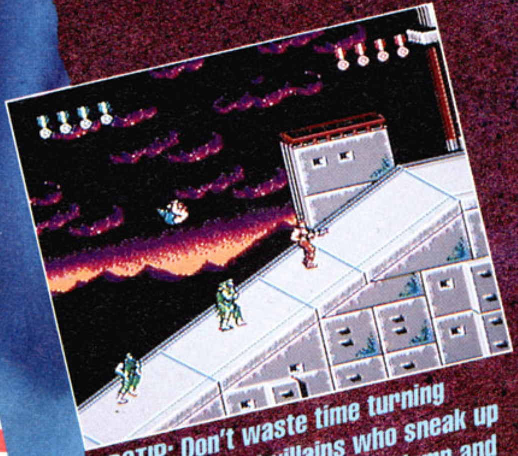
This time Red Falcon plans to take over our planet by secretly implanting his galactic warriors into the minds of U.S. Army personnel around the world. Earth's citizens will be defenseless once their military manpower and weaponry are under Red Falcon's control! In fact, the Pentagon just reported that they've lost contact with Fort Fire Storm, where the majority of the nation's nuclear weapons are stockpiled. Has Red Falcon already struck?! Due to the presence of the large amount of nuclear weapons, the Army is hesitant to launch a full-scale investigation. Therefore, they're sending in their top agents, you and a friend (Mad Dog and Scorpion).

Find the Falcon

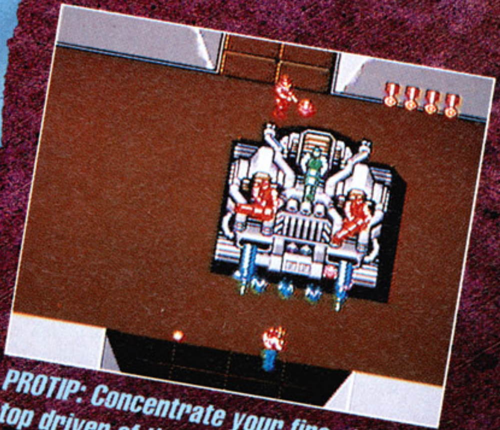
If you thought Contra was a blast, wait'll you get a load of Super C! Just as in the original saga you have the option of going after Red Falcon on your own or teaming up with a friend for simultaneous Two Player action.

Blast your way through eight stages (six horizontal and two overhead vertical scrolling)–beginning at the gates of Fort Fire Storm and, if you're good enough, ending in the Red Falcon's Palace. Each stage is overrun with Red Falcon's alien sidekicks dressed in sergeant's clothing to confuse you.

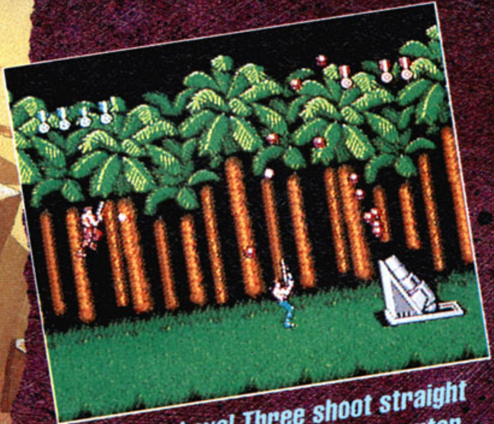
Other hideous alien terrors include the Babalu Destructoid Machine, Lip-O-Suction, Jagger Froid, the Spit Soldier, and the Temple of Terror.



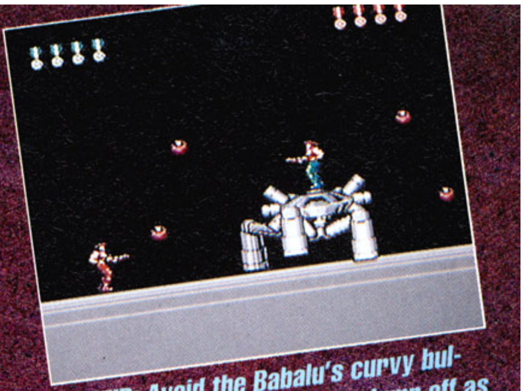
PROTIP: Don't waste time turning around to blast villains who sneak up behind you. Keep firing and jump and roll backwards. The bad guys pass underneath you and become sitting ducks when you land.



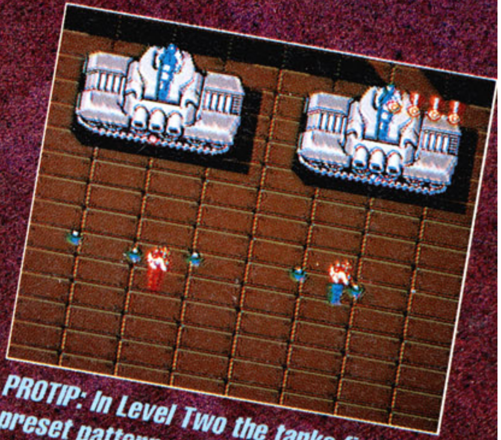
PROTIP: Concentrate your fire at the top driver of the Boss Tank on Level Two. If you destroy him, you automatically destroy the other two drivers.



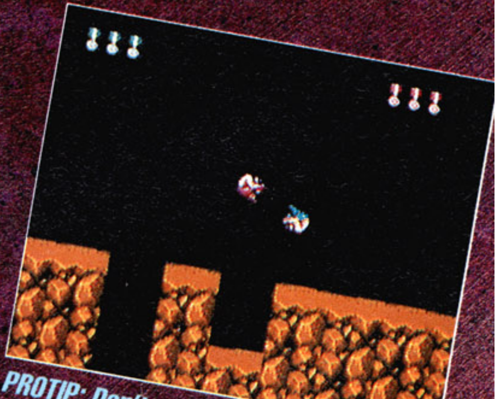
PROTIP: In Level Three shoot straight up to destroy the shower of mortar shells. Jump up out of the way of the ones you miss. They explode on impact.



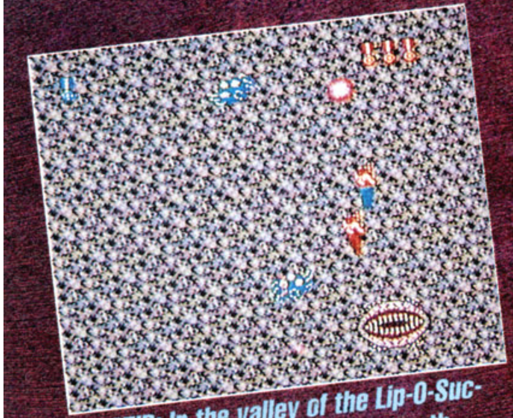
PROTIP: Avoid the Babalu's curvy bullets by jumping on top of it. Jump off as soon as it unleashes its next wave of bullets and then jump back on before he shoots again. Repeat this move several times.



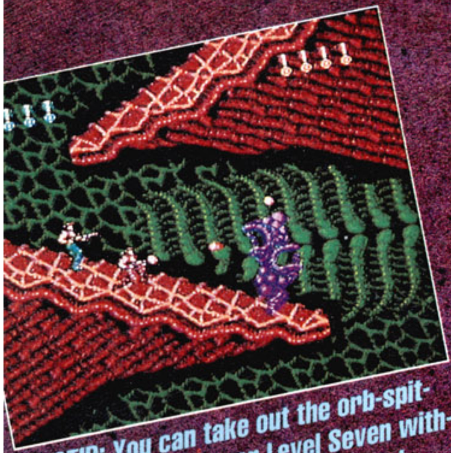
PROTIP: In Level Two the tanks fire in preset patterns and have limited range. Position yourself in between the bullets and you can take out the tanks with ease! Watch out for soldiers sneaking up behind you!



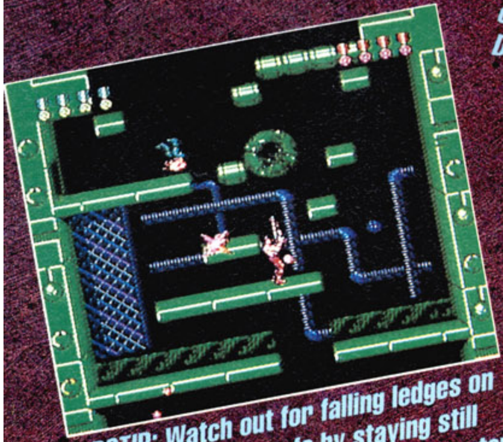
PROTIP: Don't rush through the earthquake zone in Level Three because you can't jump off the sections that fall off the screen. Test the areas ahead of you by jumping from a safe section over the next section and then returning to the safe section. The next section you jumped reacts as if you landed on it.



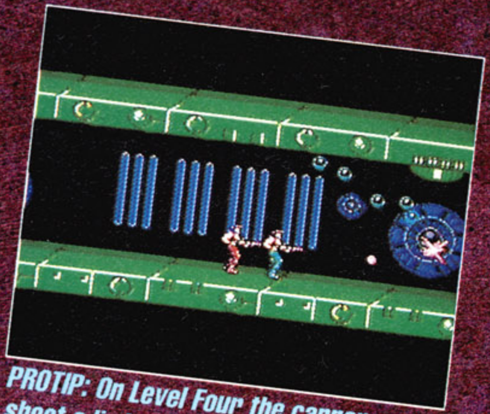
PROTIP: In the valley of the Lip-O-Suction monsters run a straight path near the right side of the screen and shoot directly ahead of you. You'll be able to clear a path and take out the creatures just as they pop up.



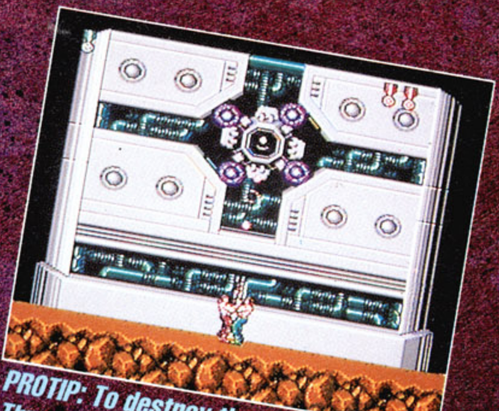
PROTIP: You can take out the orb-spitting fungus sentry on Level Seven without being hit by kneeling down and shooting for its head.



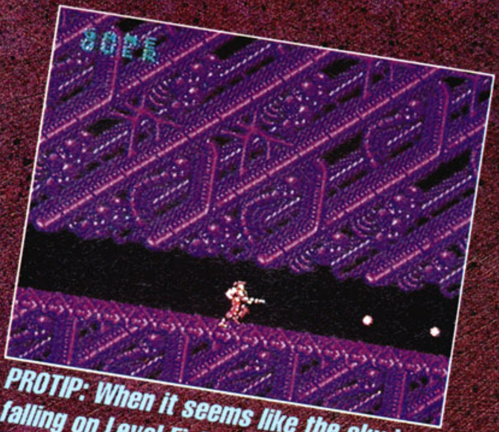
PROTIP: Watch out for falling ledges on Level Four! Keep safe by staying still and shooting straight up until they stop falling.



PROTIP: On Level Four the cannons only shoot a limited number of bubbles. Wait and take out all of the bubbles before you try to advance.



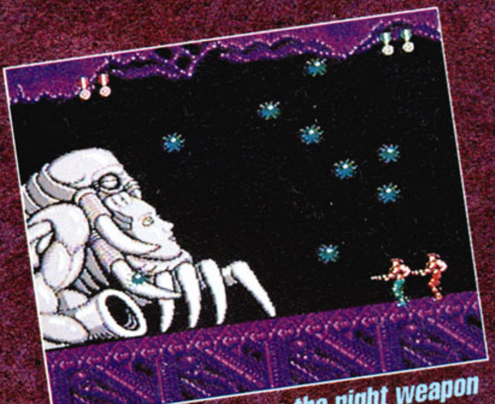
PROTIP: To destroy the Boss on Level Three avoid the four cannons and concentrate your fire on the middle orb. Destroy the orb and the self-destruct.



PROTIP: When it seems like the sky is falling on Level Eight, it's just a trick. Keep standing and running and you won't be crushed at all!

Some Old Familiar Faces

As you battle the fiendish aliens you can collect all of the old familiar Contra weapons (Machine Gun, Spread Gun, Laser, Flame Thrower, and Rapid Fire) as well as the Mega Shell (which destroys all enemies on the screen) and the Barrier (which gives you limited invulnerability).



PROTIP: Learn to use the right weapon for the job. For example, the Laser fires less frequently than the Machine Gun, but has more power. It may only take three hits to destroy a boss with the laser, whereas it takes 20 hits with the machine gun.

Super C-quel

Strategy? Jump and blast your way through anything and everything in your way until you reach the Red Falcon! Don't worry if you don't make it through–you can continue on any level up to three times.

Don't miss this one shoot-em-up fans! The fast-paced action, detailed graphics, and awesome sound effects make Super C an extremely addictive game. You'll need all your wits and reflexes, if you're going to make it to the final showdown with the Red Falcon. Don't even blink–the fate of our world rests in your hands!!

Super C by Konami ($43.95).

THE IMMORTAL

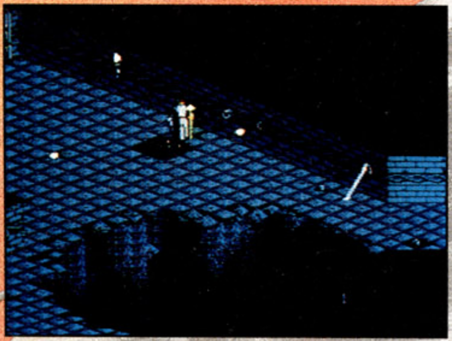
By Bro' Buzz

The forboding entrance to the Labyrinth of Eternity lies open before you like a huge, gaping maw ready to swallow the world. Now is the moment of truth. Do you dare venture into the inky blackness to find your long, lost master, the wizard Mordamir? You bet!

Deep, Dark, and Handsome

Step into The Immortal, a new adventure/roleplay cart from Electronic Arts that plunges you into the depths of a dank dungeon world guaranteed to make you scream for a flashlight.

Right off the bat, the Immortal's graphics will grab you – they're a knockout! The overall look is dark and shadowy (afterall you're underground), but the characters and the playing fields are depicted in a gorgeous, realistic style, not the cartoony look found in many NES role-playing carts. You also get an interesting three-quarter view that creates an excellent 3-D perspective.



Try the Amulet here.

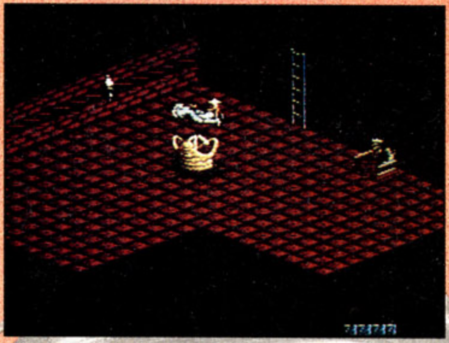
The animation is also first-rate. The characters move with precise, fluid movements that are totally cool!

Work Your Way to the Bottom

As an aged wizard you trek down through seven dangerous levels. The Immortal is primarily an adventure cart with an emphasis on mystic problem-solving. But in addition to a steady diet of hacking, slashing, and fire-ball casting, there are roleplay elements such as bartering with other characters for info, potions, and handy items.

PROTIP: Keep bartering for items even if you can't afford them. Haggle and traders sometimes lower their prices.

On each level you explore a series of rooms, where you encounter assorted characters, monsters, traps, and puzzles. The levels are real brain-busters, but at least you get three lives per level and there's a password feature.



The Goblin King has worms.

PROTIP: To defeat the Goblin King on Level One, drop the spores onto the dirt, LEAVE, and re-enter. The king's doomed – but mark his last words.

PROTIP: The Proteus ring enables you to walk unnoticed by most goblins, but don't get too close.

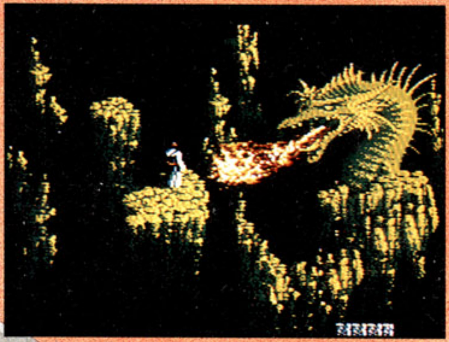
The gameplay may take time to master. The three-quarter view requires you to press the diagonal directional controls in order to move left, right, up, and down. With standard NES controllers, this sometimes makes quick movement cumbersome.

Who Goest There?

Inevitably you run into ornery Trolls, Ogres, and invisible shadow creatures. Then, the game switches to a sharp-looking, close-up, full body view of you and your assailant standing toe to whatever. Since you don't run or jump and you only have five moves (jab, forehand slash, backhand slash, dodge right, dodge left), the hand-to-hand combat is relatively slow paced. But despite the limited choreography, the fighting's just lively enough to be challenging.

PROTIP: You can see the shadows of the invisible creatures if you light a torch in the room.

Other dungeon dwellers you'll tangle with (in regular game view) include vampire bats, eerie Will O' the Wisps, and gigantic worms that swallow you in a single gulp. And there's an angry dragon waiting down there, too.



The dragon breathes down your neck.

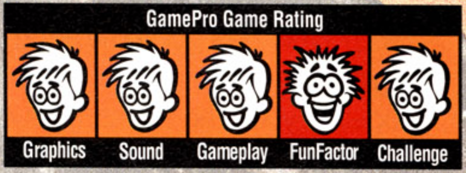
PROTIP: Tame the Will O' the Wisps with a scroll; they attack your enemies even if you're dying.

Get Down!

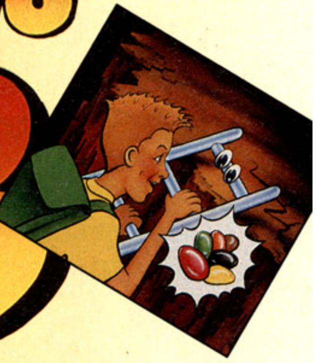
The Immortal is a real standout, definitely worth the price of admission. It isn't totally role-play, and it isn't totally action/adventure, but it weaves together entertaining elements from both genres.

Dive into The Immortal – unless you're afraid of the dark.

The Immortal by Electronic Arts ($49.99 – Available Now, 3 megs, MMC3).



A BOY AND HIS BLOB



By Andromeda

Yipes! The evil emperor is forcing everyone on the planet Blobolonia to eat nothing but marshmellows and chocolate! Blobert ("Blob" for short) has journied to Earth to find someone to help rid his home planet of this sweet-toothed fiend. You'll help him, won't you? Of course you will!

Jellybeans Galore

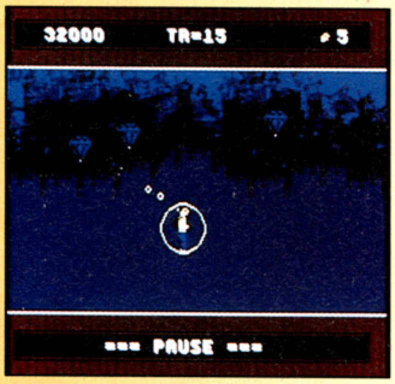
You've got the smarts to figure out how to stop the emperor. And the Blob? Well...he's got some amazing abilities you can't do without. Together you're an awesome duo! Just remember, the Blob is your buddy but sometimes he lags behind. Keep whistling and he'll stay with you. But don't let him out of your sight or you may not find him again.

PROTIP: Lost the Blob? Although the Blob normally hates ketchup jellybeans, try tossing him one when you can't find him. The results are a pleasant surprise!

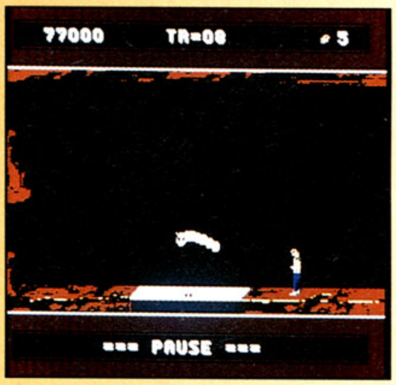
The Blob loves jellybeans of every flavor, from tangerine to coconut. Even more amazing, every flavor turns the Blob into a different useful object. Yes, the Blob himself is your ultimate secret weapon.

The Adventure on Earth

Your adventure begins on Earth. With a good supply of jellybeans and the Blob in tow, you're ready to head down into the subway and the other underground passageways beneath the city. Why? Because you've got to search for hidden treasures and priceless gems. Why? Because you need the money to buy a supply of vitamins. Why? Because you've got to defeat a sugar-crazed marshmellow, chocolate-eating emperor. That's right! Only something healthy, like vitamins, can stop this saccharine sadist.



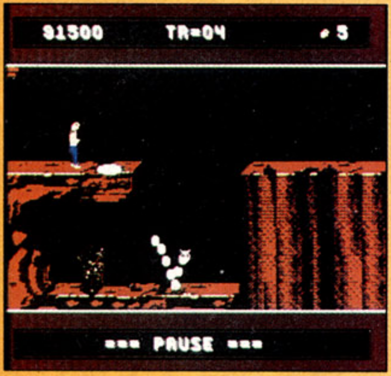
Priceless gems are hidden under water.



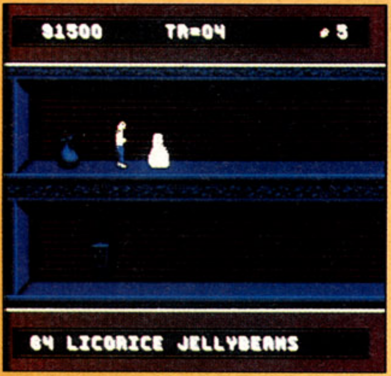
PROTIP: Get past subway serpents by carefully studying their movement patterns, and then running underneath them.

In your journey through this underground maze, you'll face every obstacle imaginable. With the Blob's help, and the right combination of jellybeans, you'll navigate past deadly cliffs, underground lakes, razor-sharp stalagtites, and vicious subway serpents.

Some treasure chests and gems seem impossible to grab, but they're not! Just keep trying different tricks with the Blob and you'll hit on the solution sooner or later.

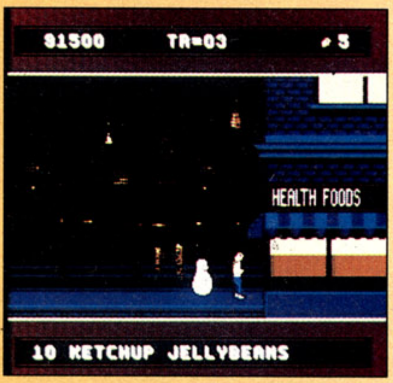


PROTIP: The treasure chest guarded by the subway serpent seems impossible to grab. Use the Blob as a hole, putting him right above the treasure. When the serpent moves to the right of the treasure, jump into the hole and whistle immediately. With one fell swoop, you'll grab the treasure and drop down to safety through the hole the Blob forms.



PROTIP: Two bags of jellybeans are hidden underground. Find them to replenish your jellybean supply and give you weapons you'll need on Blobolonia.

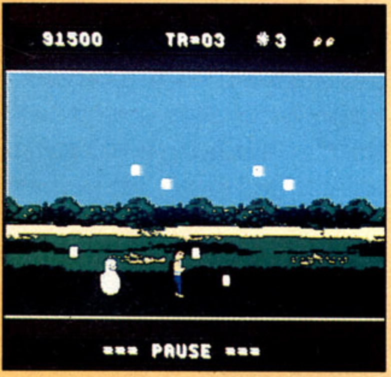
Once you've collected all of the treasures and returned to the city, you're set to head for Blobolonia. Just make sure to stop at the Health Food Store to buy the vitamins you'll need to power your VitaBlaster.



Shopping at the Health Food Store.

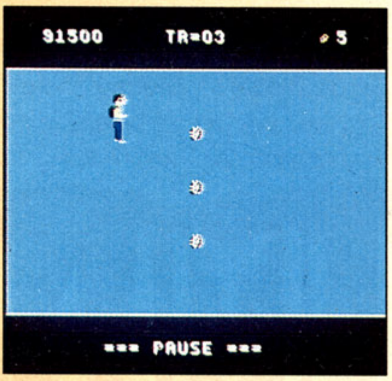
Blobolonia

When you're ready, the Blob helps you travel to Blobolonia–it just takes the right jellybean snack to convince him to take off! At first, Blobolonia seems a pleasant land –blue skies, warm weather, and beautiful orchards. But wait! Up ahead falling marshmellows, exploding cherry bombs, popcorn, and deadly chocolate kisses are just a few of the obstacles in your path.



PROTIP: Marshmallows fall in patterns! Once you've studied the pattern it's a piece of cake to walk right by them. Use markers in the background scenery to line up where you need to stand to avoid getting clobbered.

The Blob is right by your side, ready to help in any way he can. It's easy to forget all of his talents on Blobolonia and just use him as the VitaBlaster. But don't do that! You might miss finding some special helpful items. You've got five chances to beat the emperor.



Collect five tasty peppermints for a 1-up.

Collect five peppermints on Blobolonia and you'll earn an extra life. Make sure you search everywhere–in the skies and even below the ground.

PROTIP: There is a way to turn off the candy-making machines! We're not going to give it away, but just remember to search everywhere, above and below the planet Blobolonia.

A Boy and His Blob is Absolute Entertainment's first Nintendo title. It's also the first NES title by David Crane, creator of such well-known games as Pitfall and Ghostbusters. It's an orginal game featuring great sounds (you'll love whistling to the Blob), cute graphics, and a play style that asks you to use ingenuity as well as arcade shooting skills.

Warning: Watching the Blob eat all those tasty snacks makes you mighty hungry. We recommend you B.Y.O.B. (Bring Your Own Beans).

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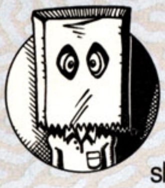
ULTIMA Quest of the Avatar

The Unknown Gamer



"We have been waiting for you a long time...I can see into the future... I shall foretell your destiny, listen carefully..."

I should have known I was in B-I-G trouble when the old wizard muttered those words. Foretell my destiny? Sheesh!

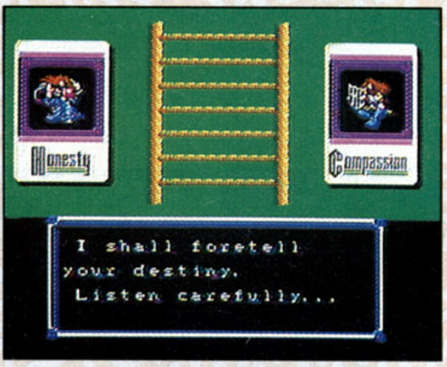
I've never been a believer in this kind of nonsense – fortune telling, tea leaf reading, past lives...you know what I'm talkin' about. But for some reason, I bought his act and paid him six pence asking price. He took my palm in his bony hands, and began asking questions:

"In thy youth thou didst pledge to marry thy sweetheart. Now thou art on a sacred quest in distant lands, and thy lover hath asked thee to keep thy vow. Dost thou Honor thy promise to wed, or Follow the Spiritual crusade?"

Uh-oh, a trick question right out of the chute! Honor thy promise or Follow thy Spiritual crusade? Hmmm...I guess I would honor my promise (wouldn't want an angry fiance' chasing me all around the countryside). "Your path is chosen. Now our lord is waiting for you..."

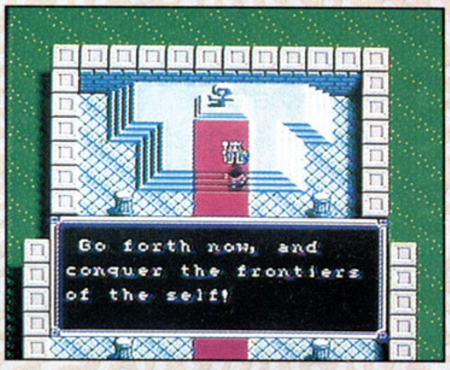
(gulp) Lord?

There was a blinding flash of light and I found myself in a throne room, kneeling before the King of Britannia.



I shall foretell your destiny. Listen carefully...

Your destiny is all in the cards.



Go forth now, and conquer the frontiers of the self!

The King of Britannia is looking for a few good men.

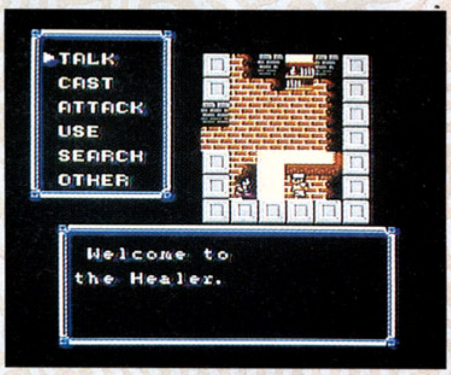
Quest for Excellence

Ultima: Quest of the Avatar (based on Ultima IV for those of you familiar with the computer version of this series) is a truly unique role-playing game. Sure, you have your routine hacking and slashing of evil creatures that populate a massive countryside. And of course, one of the key strategies is to build up your party's experience level so they can survive any challenge.

But there's a greater and far more noble goal in Quest of the Avatar. The King of Britannia is searching for a few good men (and women) to master the Eight Virtues of Avatarhood and guide the people into a new age of enlightenment. Heavy!

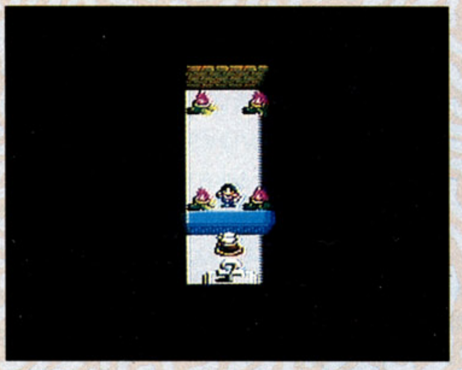
To achieve Avatarhood, you travel throughout the land trying to raise your eight virtues to their highest level. You can do this by being a fine, upstanding citizen and doing the right thing. But just as in real life, doing the right thing all the time isn't easy. Sometimes you'll do something wrong and not even know it. Many of the towndwellers will ask you trick questions in an effort to trip you up.

Once you've qualified for Avatarhood in a virtue, you must locate the Rune (a stone tablet with a symbol on it) for that virtue. The Rune is a pass key for the Shrine of that virtue. Once you find it, you may travel to the Shrine to gain further enlightenment and to receive partial Avatarhoodship. Then it's on to the next virtue.

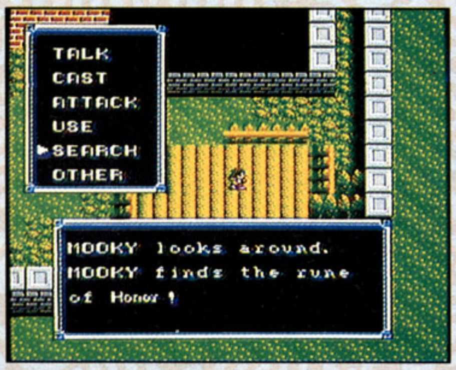


Welcome to the Healer.

PROTIP: Earn points in Sacrifice by donating blood at the healers.



PROTIP: Speak with Hawkwind (in the Castle Britannia) to gain points in Spirituality, and to keep tabs on how you're progressing in each virtue.



MOOKY looks around.
MOOKY finds the rune
of Honor!

PROTIP: The Rune of Honor is located in the farmer's field in Trinsic.

PROTIP: The Rune of Compassion is located at the base of the stairway in the Inn in Britain.

There are eight character classes in the game (Mage, Bard, Fighter, Druid, Tinker, Paladin, Ranger, and Shepherd) and each one has a prime virtue. Answering seven questions for the fortuneteller at the beginning of the game determines your character class.

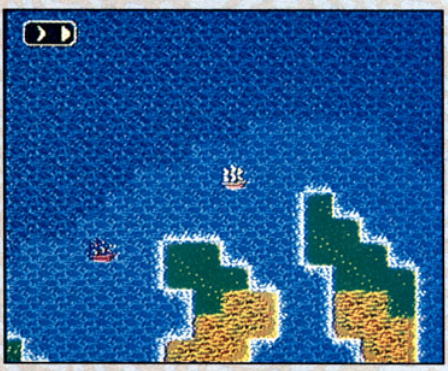
PROTIP: To always predetermine your character's class, select the answer that coincides with the main attribute of the class you want to be. Here is a guideline to the key questions for each class: MAGE – Questions 1, 5, and 7, choose Honesty; BARD – Questions 1,5, and 7, choose Compassion; FIGHTER – Questions 3, 6, and 7, choose Valor; DRUID – Questions 2, 5, and 7, choose Justice; TINKER – Questions 3, 6, and 7, choose Sacrifice; PALADIN – Questions 4, 6 and 7, choose Honor; RANGER – Questions 4, 6, and 7, choose Spirituality; and SHEPHERD – Questions 2, 5, and 7, choose Humility.

One if by Land, Two if by Sea

Getting around the world of Ultima can be tricky at times. You can hoof it, but the going will be slow, and there are some places you can't reach on foot.

Once you've travelled a bit, pirate ships appear on the shoreline and engage you in battle if you venture near them. It's worthwhile to attack them, because the foes they carry are usually wimps, and you get their boat as a prize if you defeat them.

The other common method of travel is the Moongates, which appear near towns depending on the phase of the western moon. The phase of the eastern moon determines where you'll end up when you step inside a gate.



Yo, Ho-Ho... A pirate's life for me!

All for One and One for All

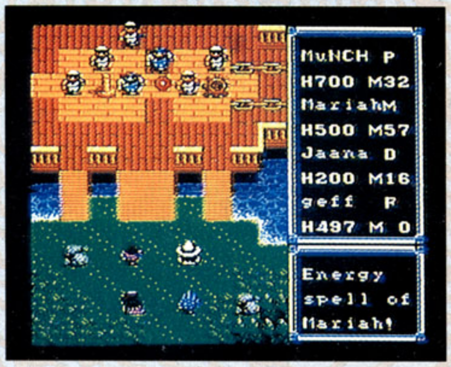
Although you'll start your journey alone, it won't be long before fellow adventurers will be begging to join you. There's a potential travelling companion in every town you explore, as long as you answer their questions correctly. You can only have four members in your party at a time, so choose your allies wisely. Before choosing allies, keep in mind that you don't gain any extra treasure whether you have four members in your party or one member. Sometimes it's better to go solo.

PROTIP: Gain plenty of experience and gold before allowing others to join your party. The number of enemies you face in battle increases in proportion to the number of members in your party.

Swords and Spells

The weapons of Ultima are pretty standard fare including: swords, axes, slings, and bows. Spellcasting, however, is done in a truly unique manner. Your spellcasting characters have magic points that go down when a spell is cast and increase while travelling or resting. But in order to cast a spell, you must also have the proper ingredients. Every spell has a set number of magic points it costs to cast, as well as a list of herbs needed. There aren't many magic herb shops in Britannia, so it's important to stock up when you get the chance.

Some spell's ingredients are listed in your instruction manual. Other spell recipes you'll find out from people in the towns.



MuNCH P
H700 M32
MariahM
H500 M57
Jaana D
H200 M16
geff R
H497 M 0

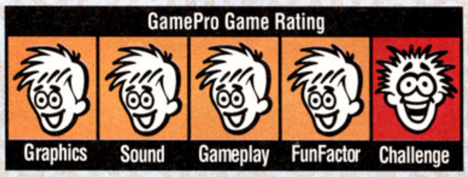
Energy
spell of
Mariah!

A battle royale.

PROTIP: Cast the "Raise Dead" by combining the herbs moss, fungus, garlic and manroot. Cast "Sleep" by using ginseng and silkweb. Pearls and fungus are used in the "Kill" spell.

The Ultima series has achieved "classic" status in the computer world, and with the Quest of the Avatar and last year's installment Ultima Exodus, it's well on its way to the same stature in the video game world. Fans of roleplaying games will get hooked on the complexity of Quest of the Avatar. But if you're into quick moving action games, the slow pace may become tedious. But for the rest of us, the colorful, detailed landscape and the stimulating challenge of Britannia's many puzzles will be all the adventure we need for the next six months.

Ultima: Quest of the Avatar by FCI ($59.95 – Available 1st Quarter '91, 2 MEGS + 64ks ram + 64ks ram + battery).



By Hobbs

Aaaaaalex! Aaaaaalex! Where has that squirrely little daydreamer gotten himself off to this time!? Always disappearing off on some wacky adventure. Well, by process of elimination we can rule out the scissors/paper/stone madness of Miracle World 'cause there's no sign of the evil Janken. Of course, there's always the celestial plight of the Lost Stars, but since they're up in the sky twinkling away right now, it can't be that either. Hmmmm, that doesn't leave us much to work with, but knowing Alex and his imagination, wherever he's gotten himself off to it's no doubt full of all sorts of wild surprises.

Meanwhile, while we're conjuring up ideas as to Alex's whereabouts, off in a flower patch Alex and his best gal are happily hangin-out, soaking up some rays until whammo...tragedy strikes! Suddenly a dark form flashes out of the sky and snatches up Alex's sweetheart. Stunned, poor Alex doesn't know where to turn. Luckily at that moment, the form of a good ninja appears, explaining to Alex that after 1000 years of banishment the evil, Dark Ninja has returned to reap havoc in the land. All is not lost though, as the good ninja offers to help Alex by first bestowing Alex with ninja powers and second, transporting him into the land of the evil Dark Ninja, Shinobi World.

Now, sporting nothing but a set of oversized ears and a single Katana blade, Alex must set off to face four phases (three levels each) of impending Shinobi doom, in Sega's newest Master System, Alex saga. The burning question is: Can you help Alex win back his love. Stay tuned for more.

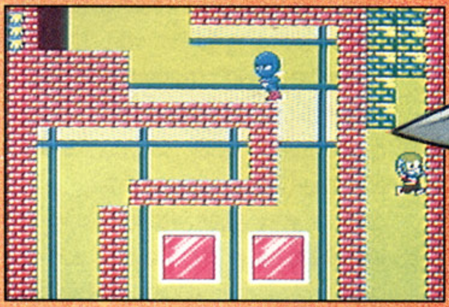
Dancing the Shinobi Shuffle

Alex's adventure begins in the city streets of what could appropriately be dubbed "Ninjaville." In other words, the streets are crawling with'em so start slashin' A.S.A.P. If your Katana just isn't cuttin' it, don't worry there are plenty of treasure chests brimming with goodies such as a super- slasher (powered-up sword), spears, energizer hearts, and if you're really lucky an extra life.

PROTIP: Make Alex climb up the lamp posts in level 1. When he reaches the top hold down button 1 until he begins to spin. At top speed, Alex turns into a fireball. When this happens, aim him towards the enemy, release the button, and relax for a moment as he burns up the atmosphere and some enemies too!

Climbing the Walls

If you're either a monkey or you just have a passion for climbing things, you'll both love and loathe Shinobi World. Alex is a pretty handy little climber though, and he can tackle the challenges, but just be prepared for some hair-tearing aggravation when you discover a cheeky little twist. Just when you've managed to hack and claw your way nearly all the way through these vertical tunnels, you'll be happy to discover that some of the bricks miraculously regenerate themselves. There's more. You don't have to climb wall-tunnels, some are simply there to trip you up.



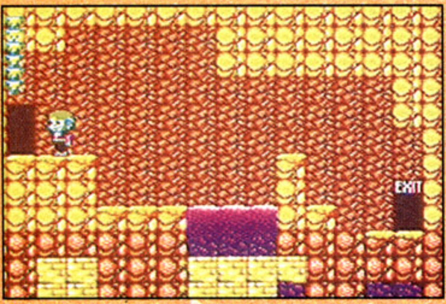
PROTIP: To start Alex climbing press the directional pad and Button Two simultaneously. This will get him airborne and moving in the direction of the wall. After he's airborne, let go of the directional button and wait for him to make contact with the side of the wall. Now, simply continue to push Button Two rapidly and he'll bounce from one side of the wall to the next.

Scooby Dooby Diving

If you're an Alex fan, then you know that no Alex Adventure would be complete without a few underwater scenes. So on that note, take a deep breath and get set to dive into the shark-infested waters of level two.

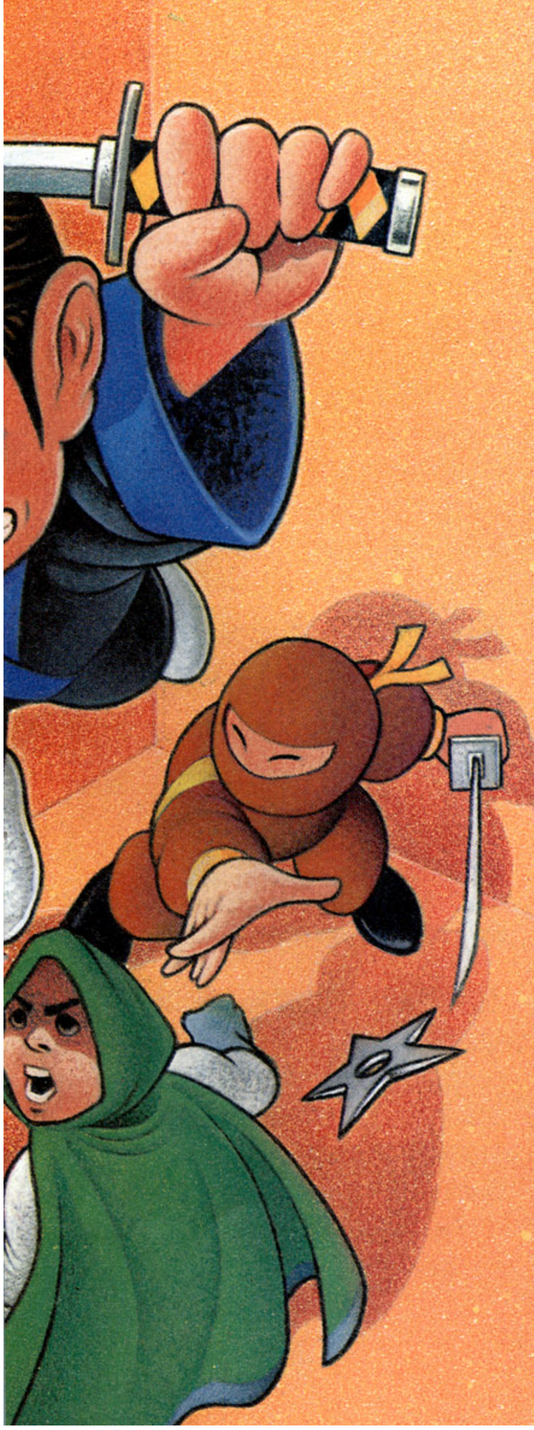
PROTIP: Watch out for yellow scuba ninjas that jump out of the water in level 2-1.

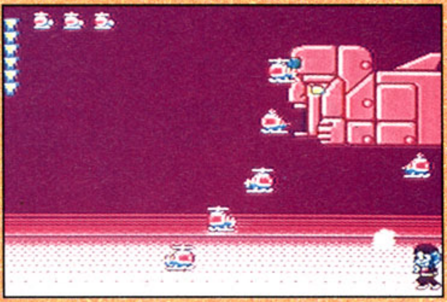
ALEX KID
IN SHIN



PROTIP: At the end of Level 2-1, go out the extra door to the left. (Not the one that says "exit"). After you get through the door, jump up the first two ledges, then make a big jump to the ledges on the right. Now, jump up onto the highest of these ledges (you'll disappear for a moment), run across and you'll come out on the other side where you'll find a treasure chest with an extra life inside of it. Yahooo! To get out, just go back the way you came in – go through the door and then out the other door marked "exit."

OBI WORLD

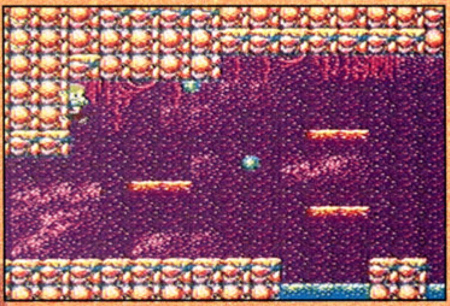




PROTIP: To avoid the health hazard of the baby helicopters (Big boss, level 2-1), position Alex at the furthest point of the right-hand corner.

An Underground Pounding

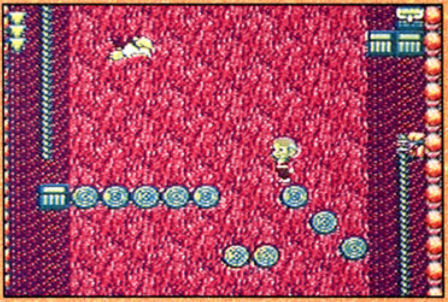
Guess what, gamers? You get to go underground, too in level 3 (Ha, Ha). The, dripping caverns you'll find here are deadly,so watch your footing, mind your head and learn the timing of the drips.



PROTIP: In level 3-2, jump to the first floating platform, then facing left jump again. Surprise, you've just landed on a secret hidden passageway that will take you safely over some of the poisonous cavern waters.

PROTIP: There's no free ride on the railcars in level 3-2. After you jump onto the railcar you must run in the same direction that it's moving, otherwise you'll be flung off right onto a nasty bed of spikes.

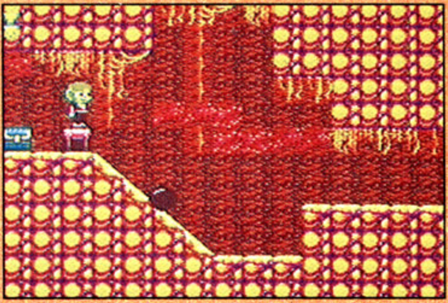
ILLUSTRATION: ERIC LEE



PROTIP: In level 3 you must cross over a huge waterfall via a very shaky log bridge. Look closely at the logs before you cross. The logs that have a slight greenish tint to them are rotten and will collapse if you jump onto them.

Staying on the Ball

Are you ready to roll? If you've made it this far, you're now in level 4, the final chapter. Whew! Don't slow down now, rollin'-bowlin' balls as well as more secret passages will keep you and Alex plenty busy till the end.



PROTIP: Stand on top of the little boxes that release bowling balls. Wait here, learn their timing and make a run for it before you become a human bowling pin!

Good old Alex, he's done it again. Only this time he's landed in a world full of trouble, Shinobi style. If you're looking for some truly cross cart-ural entertainment, look no further. Alex is in a tight spot but we all know he's got the stuff to come out on top. Remember: Tricks are for Kidd!

***Alex Kidd In Shinobi World* by Sega of America (Price Not Available).**

Psycho Fox

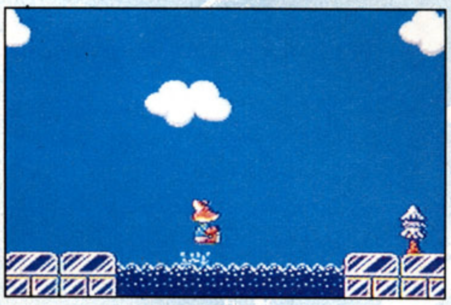
By Brother Buzz

For centuries, the benevolent Fox spirits ruled the land from their Inari Shrines. But the Mad Fox cast chaos across the world! Now, the crazy canine and his strange creations are in control. The good foxes have ordered Psycho Fox to vanquish this mad menace. Guess who's about to get foxy?

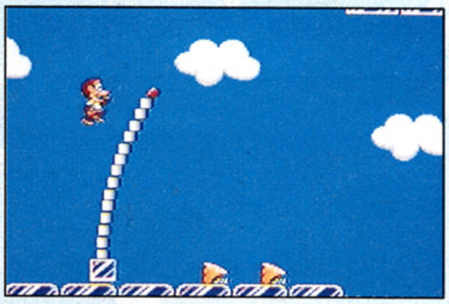
Sly Moves

Psycho Fox for the Sega Master System is a one-player cart that takes you on a brain-draining quest. You journey through seven stages, three rounds each. Climb the clouds or jog down into dark chambers; there are always several possible paths to take. It's up to you to find the route that works best for you.

Enemies and traps abound, but Psycho Fox is up to the task. He packs a powerful punch and he can run, long jump, and high jump to escape trouble.



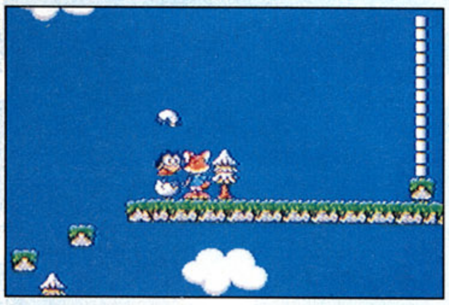
PROTIP: When you encounter a wide body of water that you can't jump over, just take a running start and skip across it.



PROTIP: The Monkey and the Fox can use flag poles to make great jumps.

Wise Cracks

Your path is strewn with eggs, which you crack open to reveal hidden surprises. Psycho Sticks transform you into one of three helpful creatures. The ghostly clones are 1-ups, which you have to catch before they disappear. The Straw Effigy destroys all enemies onscreen. Magic Medicine makes you temporarily invincible. Finally, you'll find Money Bags which you bet at the end of each round for more powers or lives. Watch out for enemies hiding in bad eggs!



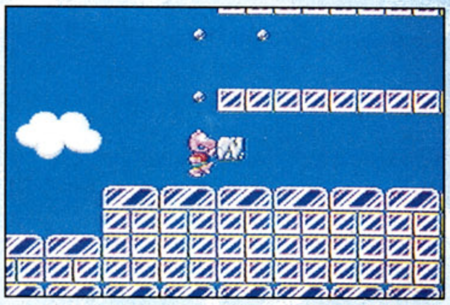
PROTIP: Whenever you crack open an egg, stand to the right so you don't have to chase 1-up characters, who scamper right when they emerge from eggs.

Animal Friends

Psycho Fox doesn't travel alone. Your closest (and most powerful) companion, Bird Fly, resides in some of the eggs. He perches on your shoulder, until you meet a bad guy. Press Button 1. Your fine-feathered friend flies out to bop him and returns to you. And Bird Fly is a life saver, too. If he's with you when a beastie nails you, he vanishes, but he takes the enemy with him (and you don't loose a life). Don't worry, crack the right egg and Birdie returns.

PROTIP: Use Bird Fly like a boomerang to bash enemies in hard-to-reach locations. Position Psycho Fox so that B.F. will hit your foe on his return flight and hit Button 1. Keep trying till you succeed.

Bird Fly's pretty cool, but the Psycho Sticks help you help yourself. Use the Sticks to become a monkey, a tiger, or a hippo. The monkey is an excellent jumper. The tiger is a speedy runner as well as a strong long jumper. The brawny hippo can bust through walls, but his bulk makes his other abilities suffer. Naturally, learning to choose the right animal for the job is key.



Bash through walls with the brawny hippo.

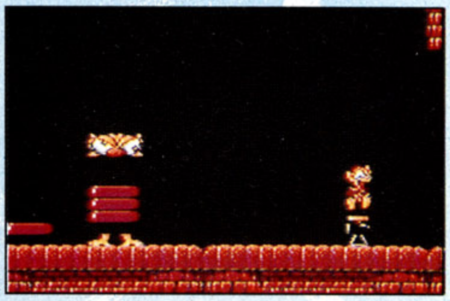
The Mad Fox and His Minions

You'll need all the help you can get because your foes wage a relentless attack. You'll face Red Hoppers, Hermit Crabs, Bad Bees, Animated Stone Warriors, Propeller Heads, and Skulking Skulls. They look cute, but looks can kill.

PROTIP: Psycho Fox can punch the baddies through obstacles. Pull up to a

barrier and press Button 1 to punch the beast on the other side.

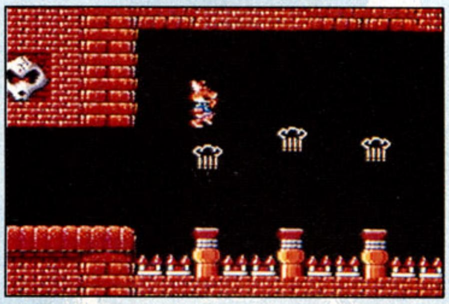
At the end of each level, you square up against one of three boss monsters. Luckily, special tools appear to help you beat them. The segmented Mad Tumbler tries to ram you with his body parts. Use the air gun to knock his insides out. The mechanical Robo Fly is a pesky villain, but bug spray bugs him. The Innocent is a four-legged thingie that's anything but. Hit it on the head. In the final showdown, the Mad Fox hurls lightning bolts at you, but you can fight back with a bomb launcher.



Disassemble the Mad Tumbler.

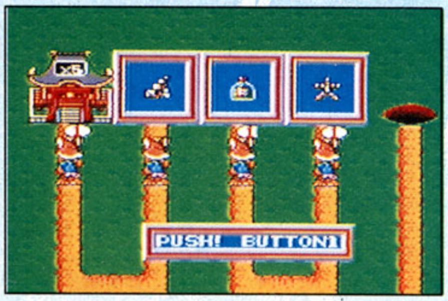
The Psycho World

Psycho Fox battles the bad guys across seven colorful (and weird) landscapes. The Mystical Mountains are filled with scary stairways, luscious lakes, and sky islands. Skull Land features eerie totem poles, topped with skulls that crash down on you. More tricky stairs greet you in the Diabolical Desert. Wind Zone is a breezy place where sudden gusts of air either help you leap high into the sky or impale you on beds of needles. The Underground Passageway is a menacing pipe-filled maze. Ice Zone is a slippery place where running is tough and fireballs heat up the action. Ride the Underground Cavern's steel ramps and escalators to terrible places. Here, too, all the other traps and obstacles await you.



Let these puffs of air blow you across. If you try to jump you're doomed.

At the end of each stage (after you defeat the boss), you enter the Amida lottery, a special bonus round, where you bet your Money Bags. You might win extra lives, Magic Medicine, and Straw Effigies–or you might drop into a foxhole and land at the next stage without your cash.



Try to win 1-Ups in the Amida Lottery.

PROTIP: To skip to other levels, find the hidden Warp Zones. Check out stairways or paths that appear to lead nowhere! Throw a punch or unleash Bird Fly, and you might create a "tear" in the air. If you do, pound it till the Zone opens up. Hop in!

Can you outfox the Mad Fox? Go psycho with Psycho Fox!

Psycho Fox by Sega of America ($34.95).

ILLUSTRATION: FRANCIS MAO

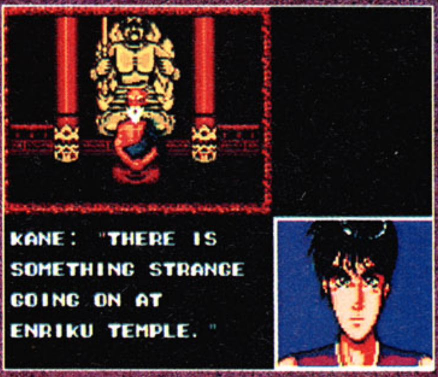
SpellCaster

By John Sauer

An evil army of Otherworld gods and demons are sweeping the countryside. You are Kane, a warrior and SpellCaster from Summit Temple. Your mission is to discover the identity of these enemies and the nature of their diabolical plans. It's a journey that takes you from outer space to the Land of the Dead...in one of the most awesome Sega 4-Mega adventure role-playing games ever created!

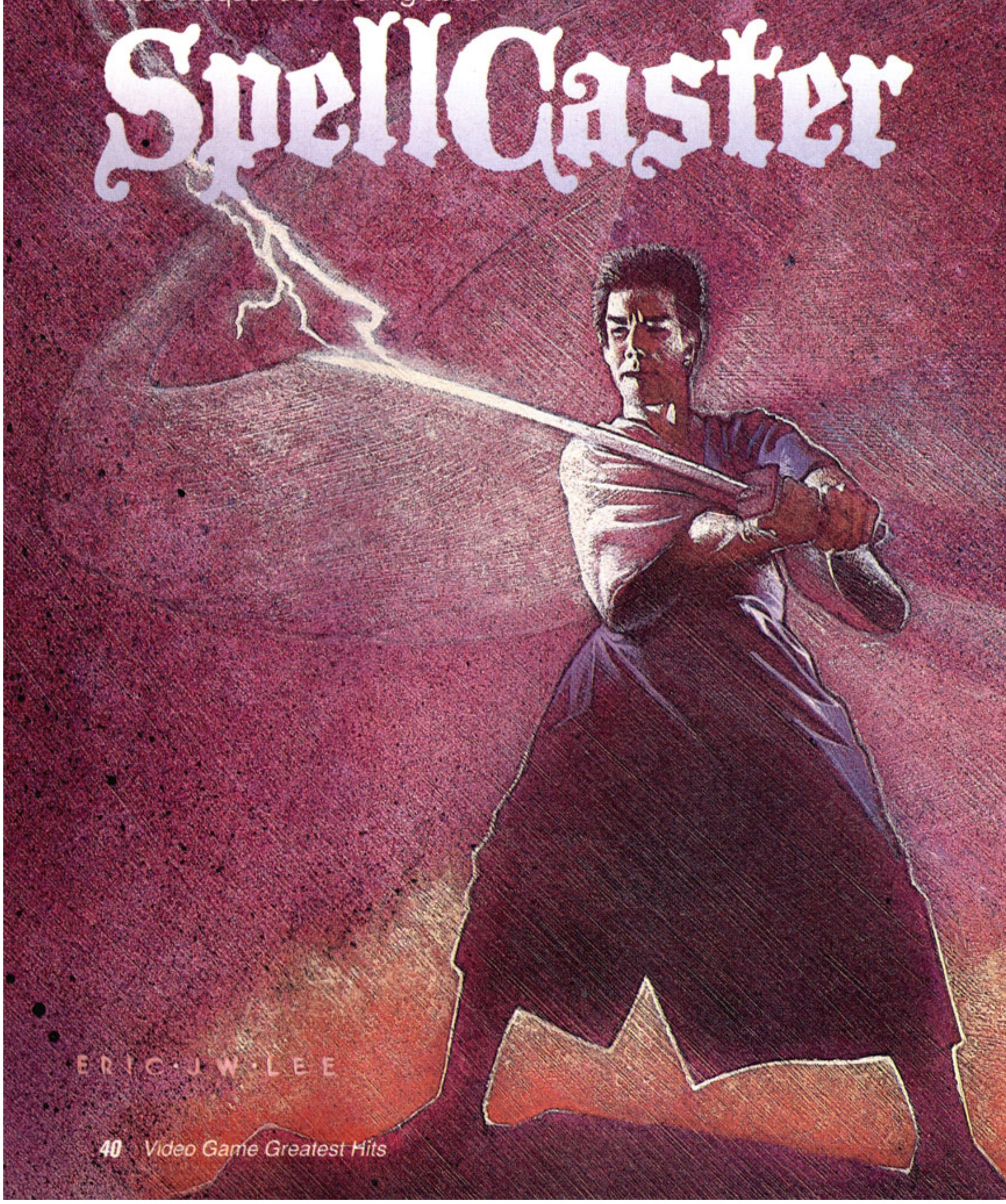
Two Games in One

SpellCaster is actually two games in one, with both Action and Adventure sequences. During action scenes search for four different magical items and special clues. Conversations with different characters reveal different facts about people and places...if you ask the right questions!

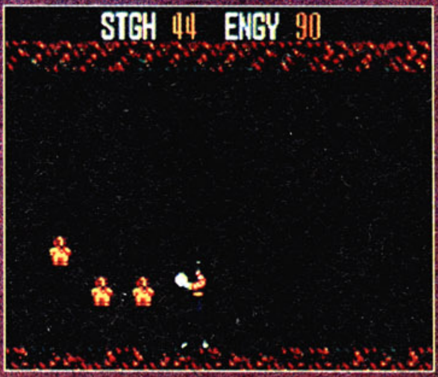


KANE: "THERE IS SOMETHING STRANGE GOING ON AT ENRIKU TEMPLE."

Talk with Daikaka your mentor.



Adventure scenes test your speed, timing, and courage. Use your moves and magic to battle the full forces of the enemy! Run, jump, duck, and fire "Ki" force from your fingertips! Or, if your magic energy is high enough, use spells to battle your foes. As the game advances you'll battle shape-changing witches, creatures that defy description, and even powerful demons from the Otherworld! Only by beating them can you advance.

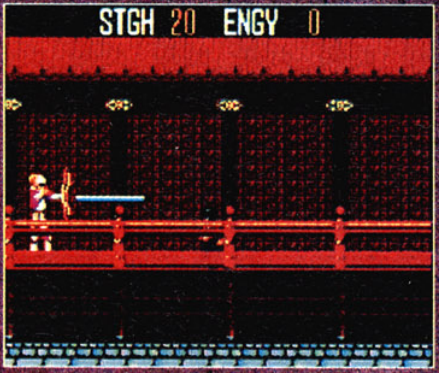


PROTIP: The Passage of the Well is a good place to increase your store of energy by defeating the creatures there. Simply moving back and forth down the passage keeps the creatures coming. Blast away and collect the energy spheres that fall about every tenth creature!

Weapons and Armor of Power

Although you begin SpellCaster armed only with your knowledge of spells and the Ki force, you'll soon acquire weapons and armor that make you more and more powerful.

The first weapon you'll receive is the Dokko, a hand-held steel spike with sharpened ends. Your attack strength increases with this and each of the other new weapons you get such as the Vajira, a steel claw, and the Trident, which is forged from magic metal.

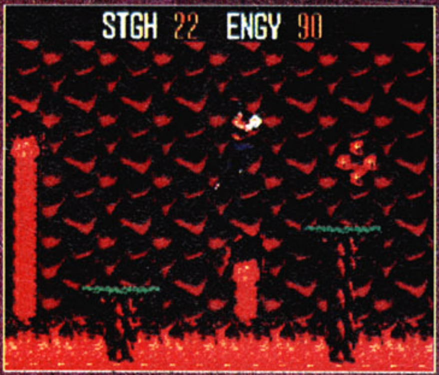


Use different weapons to battle your foes.

Kane's armor is magic, forged in centuries past by his ancestors. Search for the different parts of the armor. Each piece increases Kane's defense strength by a factor of one.

Magic Spells

Besides the Ki force, you'll also have the power to use nine magic spells. Casting spells uses energy but can make all of the difference between winning the game and being overcome by the forces of evil. Spells range in simplicity from the simple Password that lets you save your game to Hakuji, which concentrates your Ki force into a beam of destructive light.

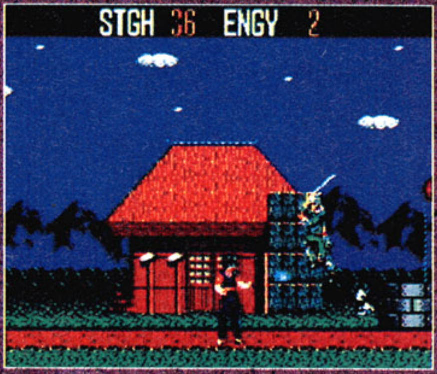


PROTIP: Using the Makiri spell to fly often keeps you above the attack line of many creatures. But remember: if you're touched, the spell is broken and you fall. Watch where you fall!

Use a spell to call on Mars, the God of War, and he'll restore your life strength to its fullest!

PROTIP: If you find the restless ghost of the monk on the sea floor, use the Kannon spell to put him to rest. His spirit rewards you with an item you really need.

Items of Importance



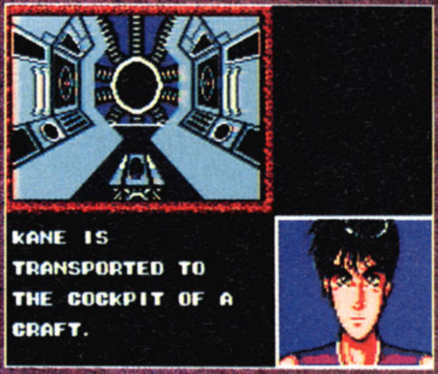
Battle through action and adventure scenes.

To beat SpellCaster you'll have to find several special items and figure out how to use them. The Sword of Kusanagi comes from the eight tails of the Serpent God and is used to defeat a certain enemy. The Sword of Seven Branches frees a god, if you know where and when to use it! Keep track of the items you've got. Sometimes trying to use them on certain characters in action scenes gets you an important clue toward solving the game.

The Lands Beyond Space and Time

SpellCaster begins in the time and place known to us as ancient Japan. But in the course of learning the true nature of the enemy your adventures will take you across the stars to lands that until now were only myths and legends.

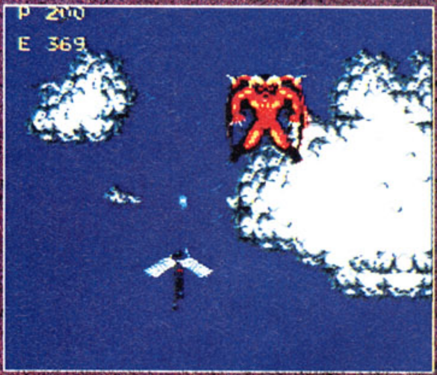
An ancient spaceship transports you across the light years to a distant planet where evil once was trapped.



KANE IS TRANSPORTED TO THE COCKPIT OF A CRAFT.

PROTIP: If you can't get the spaceship to go, you need to find the robotic hand to fit the control port! Find it by defeating an enemy beyond the cave of fire.

Befriend the ferryman at the River Styx and you'll enter the Land of the Dead to learn about ancient relics of mystical power...and your own destiny as a warrior and a magician! If you accomplish your quests and can free a certain God, you'll be sent into the void with more power than you ever dreamed of...for a battle that decides the course of history for time ever after!



The Land beyond space and time.

Are you up for the adventure of a lifetime? Take a journey into the land of SpellCaster, where magic and adventure await your every move.

ILLUSTRATION: ERIC LEE

BUD

By Slo' Mo

You beat Bad Dudes, wasted Double Dragon I and II, and out-ninja'ed Shinobi and Revenge of Shinobi. Maybe you've even wiped up the streets with the Teenage Mutant Ninja Turtles. So what do you know about martial arts? Nothing. As Tobiko Sensei would say, "You fight like a headless chicken."

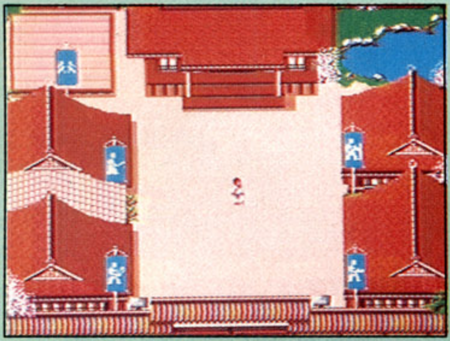
It's the Real Thing

Most fighting carts may be great games, but they leave you with little real understanding of martial arts. They usually mash comic book ninjitsu, karate, and kung fu into "video-fu."

Budokan, Electronic Arts' first Genesis cart, combines great gameplay with a true-to-life depiction of classic Okinawan Karate and Japanese Kendo. In fact, comparing the martial arts action in typical beat-em-ups to Budokan is like comparing "bait" to "sushi."

The School of Hard Knocks

Your task is simple: master four martial arts well-enough to represent the Tobiko-Ryu Dojo with honor at an all-star tournament in Tokyo's Budokan.



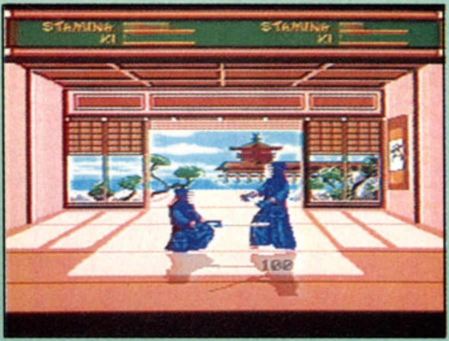
Welcome to Tobiko-Ryu Dojo.

You start off in the courtyard of Tobiko Sensei's martial arts school. Here you learn four fighting arts - Karate, Kendo, and classic karate weapons the Bo (long staff) and the Nunchaku (double clubs). Of course, you can skip class and go directly to the Budokan, but bring along plenty of Band-aids.

PROTIP: Mastering the controller requires accuracy over speed. Learn to time your button pressing to the character's onscreen movement.

PROTIP: Fighting with Karate, Kendo, and the Bo you repeat strikes each time you press a button. But with the Nunchaku, just hold the button down for lightning quick multiple strikes.

The courtyard fronts five buildings – Sensei's hall and one dojo for each art – and a Free-Spar Mat. In each dojo you can practice by yourself or face-off against a computer opponent with three degrees of skill.

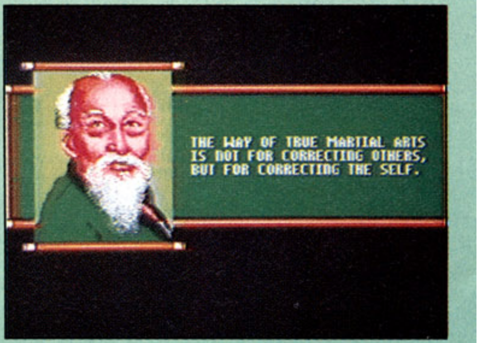


Kendo – practice makes perfect!

Learning the moves is challenging but fun. They're intricate and numerous; Karate alone has 31 possible moves. Many of the best (and most effective) moves require precise, simultaneous button presses. Your controller gets a real workout.

PROTIP: The forward jump strikes in Karate and Kendo (simultaneously press Upper Right Diagonal and any button) are their most powerful moves. But they eat a lot of Stamina.

But in addition to the fancy finger presses, it's essential to learn patience in order to build up Stamina and focus Ki, your internal life force. Stamina gauges your physical strength and Ki governs the force of your blows.



THE WAY OF TRUE MARTIAL ARTS IS NOT FOR CORRECTING OTHERS, BUT FOR CORRECTING THE SELF.

Tobiko Sensei guides your training.

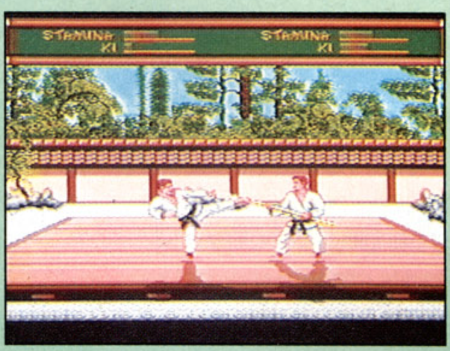
PROTIP: Resting builds Stamina, but if you hold a block Stamina doesn't increase.

The Free-Spar Mat is only practice but it's a kick, in more ways than one. Pit your skills against any other fighting form, for example, Karate versus Kendo. Here you can also face-off against a

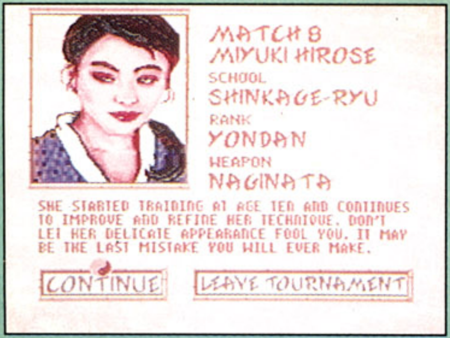
KAN

second player, but this is the only time two people can play each other.

PROTIP: Learn the lower spin moves for Karate and the Bo, no one can defend against them. But stay alert, your opponents try to counter quickly with low blows.



The Free-Spar Mat: Bo vs. Karate



MATCH 8
MIYUKI HIROSE
SCHOOL
SHINKAGE-RYU
RANK
YONDAN
WEAPON
NAGINATA

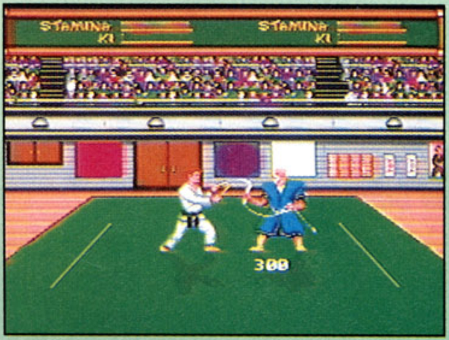
SHE STARTED TRAINING AT AGE TEN AND CONTINUES TO IMPROVE AND REFINE HER TECHNIQUE. DON'T LET HER DELICATE APPEARANCE FOOL YOU. IT MAY BE THE LAST MISTAKE YOU WILL EVER MAKE.

Profile screens have the low down on your opponents.

Fight to the Finish

At the Budokan you confront representatives from other dojos, twelve opponents in all.

The Budokan's highlights are encounters with rare martial arts in addition to different styles of the arts you know. For example, you'll face masters of the Tonfa (double sticks), Kusarigama (sickle and chain), and the Naginata (long lance) – all classic Okinawan and Japanese weapons.



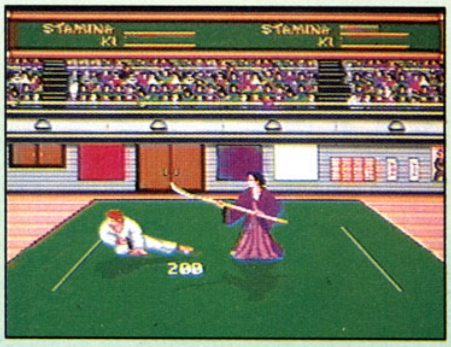
Kusari-gama: the Sickle and Chain

You even face a ninja, who should please both martial arts purists and Shinobi disciples alike.

PROTIP: The Bo is best versus the Nunchaku and the Kendo masters.

PROTIP: Karate's Crouch Sweep Kick is a very effective inside move. Press Down, then simultaneously hit Lower Left Diagonal and a button. For multiple sweeps, keep the button pressed down.

In the tournament you need all your fighting skills, but you're only allowed to win with any one martial art a maximum of four times. You get three chances to defeat an opponent. Win and you move up, minus one usage of your winning skill. Lose and you fight a previous opponent again but without losing a skill. Use up your skills and it's back to the dojo for more training.



The Naginata master makes her point!

PROTIP: You need room to maneuver. Don't let an opponent force you to the edge of the mat. When the match begins quickly advance to the center of the mat and fight from there.

PROTIP: Karate's High Block (press Upper Left Diagonal and a button simultaneously) is very strong defense against the Nunchaku.

PROTIP: Longer is better. The weapons in order according to length: the Bo, the Nunchaku, and the Kendo shinai (bamboo sword).

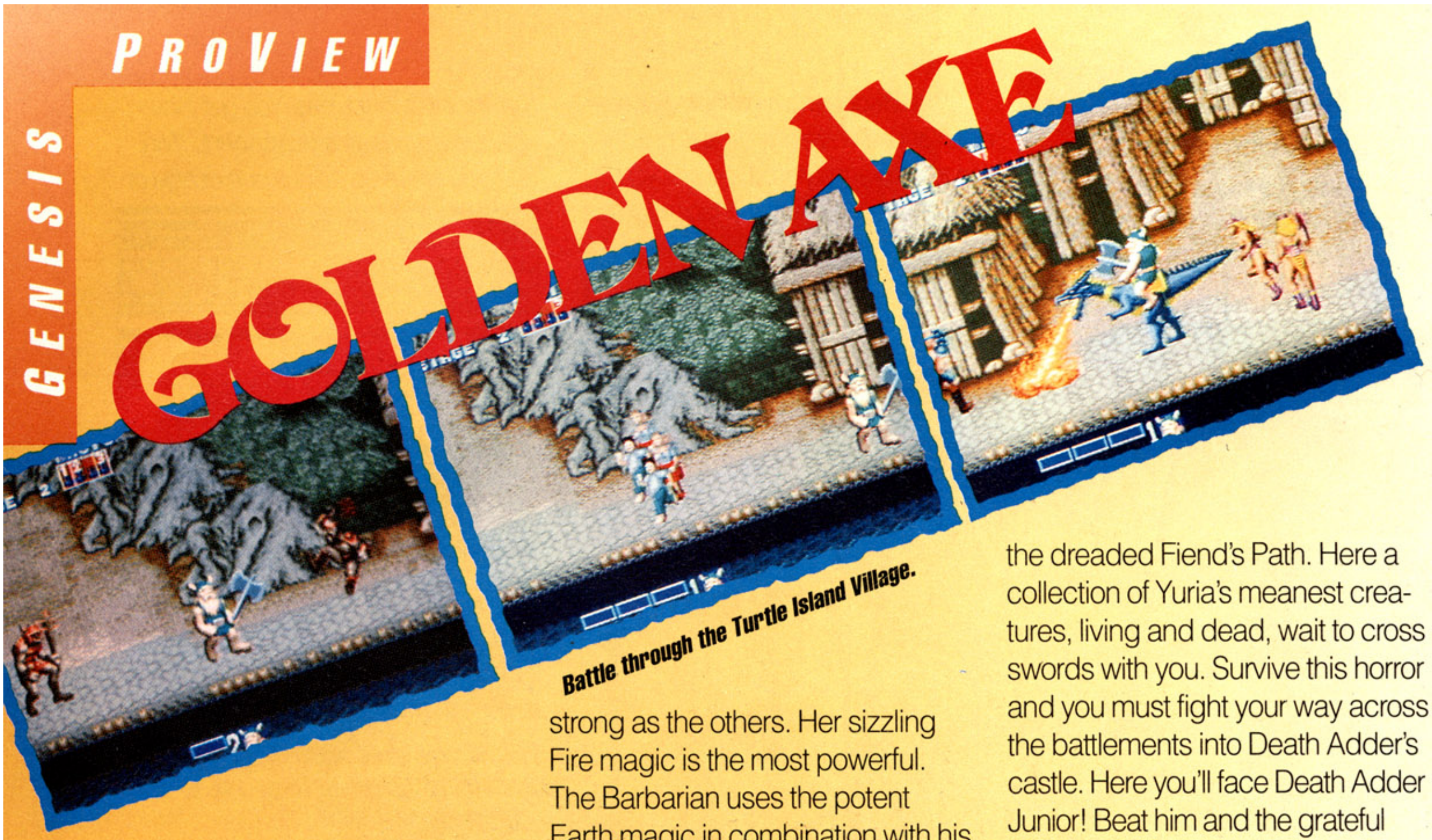
Why Do You Think They Call It "Art"?

Budokan accurately portrays martial arts in a sophisticated, almost elegant way. Even the manual is well-done. The animation and graphics are smooth, clean, and detailed. In fact, get a wooden staff and the onscreen Bo movements are good enough that you can really learn some cool moves!

Here's a martial arts cart that emphasizes the "art" over the "martial" without scrimping on the action. Budokan is a smash that ought to give other fighting carts a swift kick in the pants.

Budokan by Electronic Arts (Price Not Available).

GOLDEN AXE



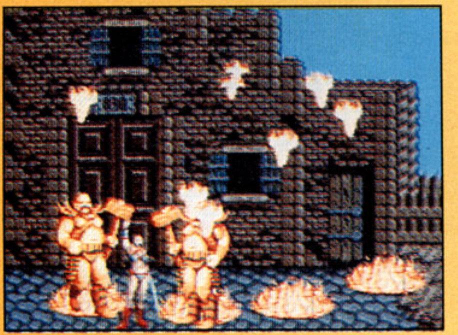
Battle through the Turtle Island Village.

By John Sauer and Andromeda

Yuria, land of myth and legend, is ruled mercilessly by the evil Death Adder. His iron hand has wreaked destruction, but has not crushed the people's spirit. Choose from three mighty characters–the Barbarian Ax Battler, Tyris the Amazon Woman, and Gilius the Dwarf. Each of these valiant warriors seeks revenge against Death Adder.

The Warriors

Each character possesses different strengths and magical powers.



Tyris uses sizzling Fire Magic.

Tyris combines her razor sharp sword with agile moves, but isn't as strong as the others. Her sizzling Fire magic is the most powerful. The Barbarian uses the potent Earth magic in combination with his great strength and lethal slashing sword. He can also ram enemies with his mighty shoulder. Gilius the Dwarf is the strongest of the three, although his Thunder magic is the weakest. Gilius with his deadly axe leaps and clobbers his foes. He can also knock them down with a head butt.

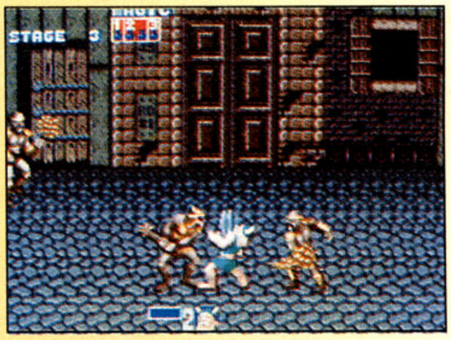
The Quest for Death Adder

Golden Axe takes you through eight rounds of action and adventure, including three new rounds not found in the arcade version of the game. From beginning to end it's non-stop battle action against Death Adder's evil forces. Battle through the Forest of Yuria and make your way to Turtle Island. Defeat your foes and you'll earn a night's rest...and a chance to increase your magic power! Survive the battle of Turtle Island Village and you'll be taken across the sea on the back of a giant turtle!

Next, fight your way to Eagle Island. Battle more giants and face the dreaded Fiend's Path. Here a collection of Yuria's meanest creatures, living and dead, wait to cross swords with you. Survive this horror and you must fight your way across the battlements into Death Adder's castle. Here you'll face Death Adder Junior! Beat him and the grateful King and Princess will ask you to fight one final battle deep within the castle walls. It's the final showdown with Death Adder himself.

The Enemies

Death Adder's forces are many in number and almost too horrible to imagine. The first ruffians you'll meet are the club and mace-carrying bandits. The club and mace bandits are the weakest foes. Two or three tosses or good solid whacks over the head are usually enough to stop them.



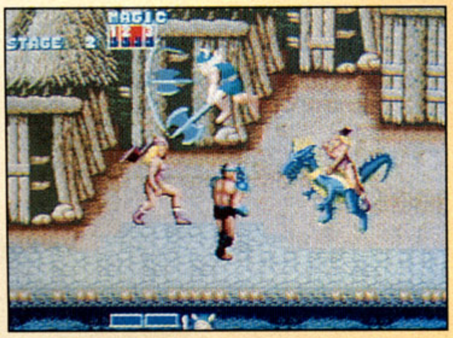
PROTIP: Don't let the Amazons, or any of your foes, box you in or you're in big trouble! If you get stuck try rolling, jumping, or anything that works to get out from between them!

Amazon women are mean. Their battle axes are deadly and they'll run to knock you flat. Don't stand still! If you dodge back and forth they'll run right by! Amazons and the others ride three different types of creatures: Chicken stingers with beaks and whip tails, the green fire-breathing dragons, and the pink fireball-spitting dragon. Knock your enemies off these creatures. Then you can ride them and use them to your own advantage...if you don't get knocked off yourself!

PROTIP: If you can grab a dragon and manage to stay on board you'll easily defeat Death Adder's goons with minimal damage.

Hammer Giants and Mailed Giants are servants of Death Adder. Both move quickly and cause maximum damage! Hammer Giants attack by swinging sledge hammers, charging and ramming you with their shoulders, or simply knocking you flat with a well-timed kick of their giant feet! Mailed Giants move more slowly, but their pointed sword spears are long and they'll get you before you realize you're within striking range.

Spooky skeletons are among the toughest of your foes. A Skeleton's cutlass can slash you to bits in seconds.

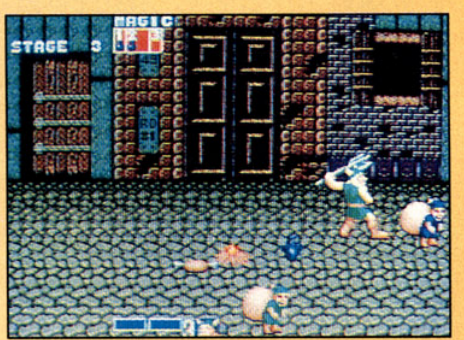


PROTIP: The best bet against all of these foes is a combination of dodging and well-timed hits, especially leaping attacks which are the most powerful. Gilius is especially effective when he jumps and hits people over the head with his battle axe. With four well-aimed blows he can send skeletons back to the grave where they belong.

Using Magic

Magic is essential to succeed in your quest to defeat Death Adder! It can get you out of tight spots where sword play does no good. Whichever character you choose, learn how to use their particular magic and how it works on Death Adder's evil minions. Earth magic brings on an earthquake that shakes the life out of your enemies. Fire magic at its most powerful summons a mighty dragon from the sky to roast your foes. Thunder magic rains lightning upon those you fight. Each magic gains different and more powerful effects with every potion you collect. To gather these potions you must battle the Elves.

Elves don't fight back, but they do move fast. Hit an Elf and he'll throw you a potion that increases your magic power. Some Elves carry magic meat! Grab it and your life meter increases one bar.

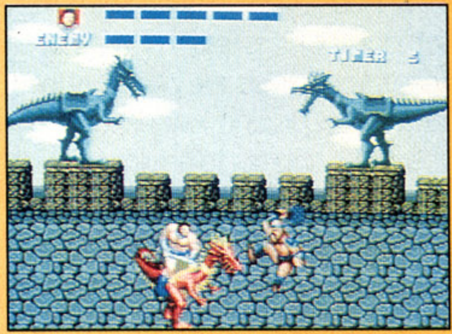


PROTIP: Remember where you encounter Elves in the game. This way you can plan the best times to use your magic. You're at your most powerful when you use a combination of fighting and magic to destroy Death Adder's followers.

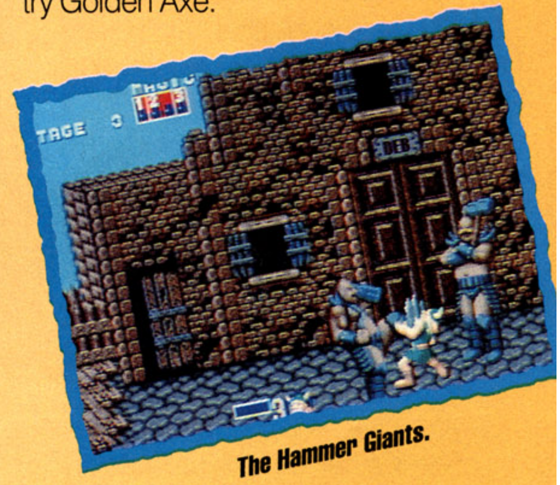
The Final Battle

With all your magic, incredible acrobatic skills and formidable weapons, beating Death Adder's a snap, right? Wrong! Death Adder is huge, powerful, and has some pretty mean magic himself. You'll have to fight the battle of your life, to save yourself and the Kingdom.

This Genesis version of Golden Axe is magnificent. The graphics are stunning, and the music features especially catchy jungle drum tunes! The title also includes a Duel round that lets you battle different enemies one on one in a coliseum, as well as a beginner practice round that lets you hone your battling skills. Listen up Sega Master System owners! There's an 8 bit version of Golden Axe for you too! So, if you've got an axe you'd like to grind, we heartily recommend you try Golden Axe.



The Duel Round.



The Hammer Giants.

By John Sauer

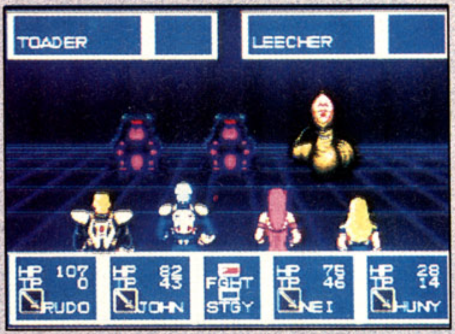
It's here!! Phantasy Star II for the Sega Genesis system, a stunning sequel to the 8 bit Phantasy Star game released over a year ago.

Discover the Secret of the Algol Star System!

Phantasy Star II takes place a thousand years after the first game. You are an agent with an assignment: Find out why biomonsters are running loose on the planet Mota. The job quickly turns into a quest that leads you across the planet, above and below ground, underwater, into space, and out to another world! As you move towards the ultimate showdown with one of the meanest monsters ever to cross a video screen, you'll learn the true nature of the threat to the Algol star system and the story of your own heritage.

Fighting Friends and Companions!

Since Mota is so thoroughly overrun with biomonsters, getting from place to place on the planet's surface is pretty tricky. You'll need to battle these mutant beasties with swords and other edged weapons. You'll also learn some pretty powerful magic spells that help you defend yourself. And take heart! In Phantasy Star II you don't have to fight alone. You can control up to four players, yourself and three computer players. As you play the game, you'll meet seven computer characters willing to fight at your side. Each one has special magic and fighting abilities. The first to join you is Nei, your faithful companion. She is a half-mutant, half-human girl, who fights like a tiger and has powerful magic. Equip Nei with two ceramic fighting bars and she'll crush your enemies with blows from each hand! Nei knows the powerful RES magic, a healing spell, and quickly learns more spells to heal your friends and fry your foes!



This time around you get to watch the fighting.

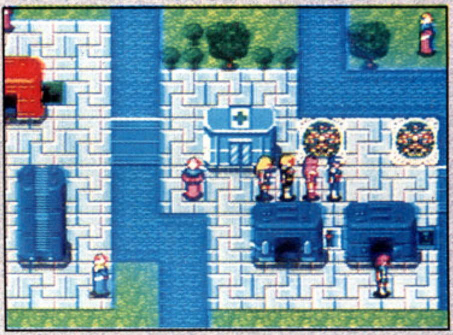
Next, you're joined by Rudo, a hulking warrior who specializes in hunting down biomonsters. While Rudo doesn't have any magic ability, he gains high hit points quickly and uses a number of very powerful weapons with deadly efficiency, including the shotgun and the cannon!

Your other companions include a biomonster huntress who is a master with a spaceage type boomerang, a doctor, a biologist, a thief, and a mechanic. You can switch between players at your home in Paseo Town, using characters as situations demand. You even get to name them as a sign of friendship and intimacy!

Towns and Towers

Your travels across Mota and the planets of the Algol star system take you to many towns and factory towers. In towns you can obtain clues by talking with the townsfolk. Different shops can supply you with the items you need...if you have enough Mesetas, the local gold coin! You can buy weapons, armor, the monomate and diomate healing agents, escape pipes, and more.

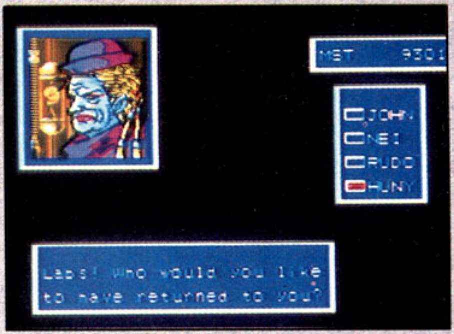
PROTIP: When you explore Mota, be sure and return to your home in Paseo frequently. Surprises will often await you there!



Explore every town thoroughly.

PROTIP: Starmist can restore you to complete health and magical power. Get it whenever you can!

If you're wounded, hospitals will heal you for a price. If a member of your party dies, you can have them cloned back to life. Teleport shops can take can take you back and forth from any town you have visited and data centers allow you to save games for future play.

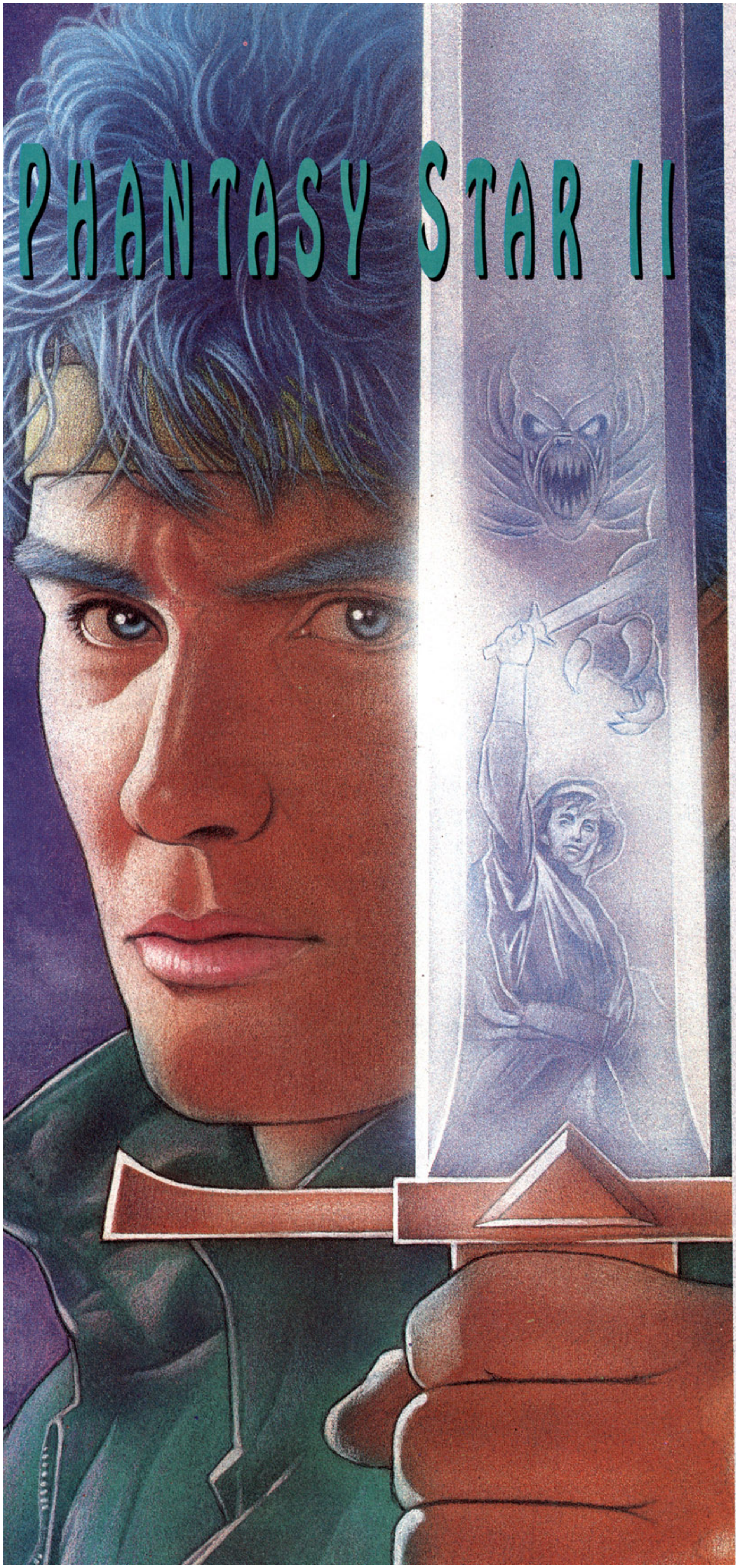


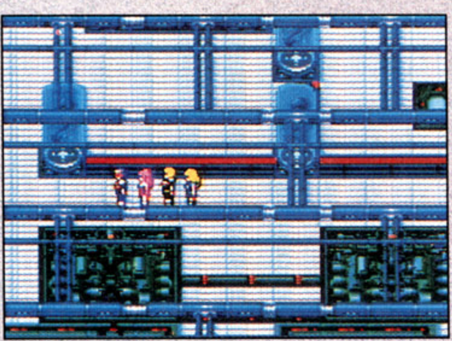
Labs! Who would you like
to have returned to you?

Dead? Don't despair! You can always clone yourself.

When you leave a town your destination is usually a factory tower. Each one is multi-floored and full of strange twists and turns and powerful biomonsters. You move from level to level via teleport plates. Each one takes you some-

PHANTASY STAR II





Find your way through complicated factory mazes.

where...but you have to figure out where! It could be to a room filled with treasure chests. If you're unlucky you might end up in a room filled with monsters! When adventuring in the towers it's best to make careful maps of where you've been. Exit whenever you run low on materials or hit points. You can get healed and try again!

PROTIP: To get the recorder from the Biosystems Lab Tower, use dynamite to open the center of the fourth level, then jump to the bottom floor. You'll find it there!

In addition to testing your skill, each tower holds an item you need in order to get farther in the game! You'll also notice your skill level increasing much faster in towers. That's because the biomonsters you fight there are much more powerful than the monsters outside!

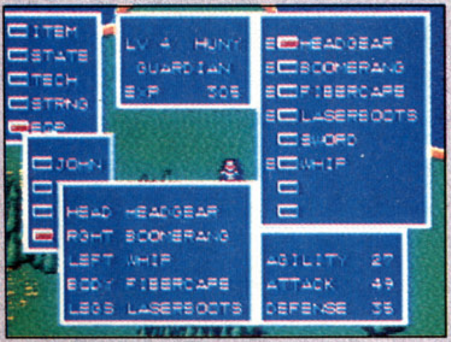
PROTIP: The only way to get the control cards from the command tower is by using Muzik Technique on the tower keyboard. To learn the technique, see Urbanchin in Oputa Town.

Weapons and Armor

In addition to the magic spells characters gain as they advance in levels, throughout the game you're able to buy weapons and items and learn different magic techniques–all of which strength-

PHANTASY STAR II
TM
© SEGA 1989

ens your characters. Weapons range from the simple iron bar to swords fashioned from the magic metal Laconia. Each new weapon increases your attack strength. Some players can use projectile weapons such as a bow, a poisonshot, a cannon, and a shotgun, which can hit many enemies at once. Although any player can carry any weapon, each player can only use certain weapons and only wear certain armor items.



LV 4 HUNY
GUARDIAN
EXP 305

E HEADGEAR
E BOOMERANG
E FIBERCAPE
E LASERBOOTS
SWORD
E WHIP

HEAD HEADGEAR
RGHT BOOMERANG
LEFT WHIP
BODY FIBERCAPE
LEGS LASERBOOTS

AGILITY 27
ATTACK 49
DEFENSE 35

Use this screen to check on your strength, magic weapons and other items.

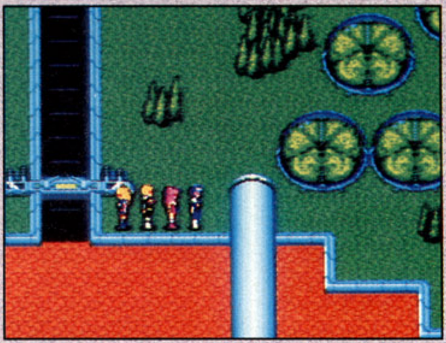
Just like weapons, armor ranges from very simple items, such as head gear or ribbons, to complex combat gear, such as Laconian scale mail. You'll find most armor for sale in the towns. You'll discover others in the towers. If you aren't wearing the right armor for the part of the game you're at, you'll know it quickly. The monsters you encounter will turn you into mincemeat!

Monsters and More Monsters

You don't have to be a genius to know that Mota and the Algol star system have a problem - they're loaded with monsters! If you like crunching evil critters, this game is definitely for you! Nearly everywhere you go, you'll have to battle it out with hundreds of evil, slimy, magic-using creatures! Some, like Fire Ants and Mosquitos, are easily defeated. But make it as far as the Biosystems Lab, the first tower in the game, and you battle such loathesome creatures as Squats, Slugmesses, and Rotwoods. Journey farther and you're forced to put the sword to Head Rots, Cat Men, and Fan Bites! Each step pits you against mutant sword-carrying zombies, rabbits that explode into razor limbed spiders, flaming monstrosities, and even mechtech robo warriors!

PROTIP: Always attack when you encounter enemies more numerous or powerful than yourself. Running usually doesn't work and is often a losing strategy.

It takes all of your strength, cunning, and magical powers to make it through this monster madhouse! And in the very end, just when you think you can't take any more, you're suddenly in the middle of the battle of a lifetime. Win and what you discover will really surprise you!



Mota has turned from a desert into a garden. But how and why?

Phantasy Star II has some of the best graphics and sound effects ever programmed into a video game. In the fight scenes you'll actually see your characters using their weapons and magic techniques. The details in the towns and encounter screens are as good as those in any standup arcade machine. But the game has some quirks that are a little vexing. For example, you can only save games in towns and you must enter your name each time. If you play for forty five minutes without saving in a town and are then killed, you lose playtime.

PROTIP: Take heart! During the game something happens to remedy this situation...but we're not going to tell!!

And yes, this cartridge is more expensive than your average game. But you can count on months of incredible role play action. As an extra bonus Sega is also including an extensive tip book with the game! In all, Phantasy Star II offers a level of complexity and play that is unequaled on any other system. For players who want the near ultimate experience in adventure role play gaming, this is it! The Algol Star System wants you!

Phantasy Star II by Sega of America (Price Not Available).

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By Slo Mo'

The Galactic Union's been waging war against the Lone Star System for a century. It won't take you a hundred years to fight through Thunder Force III, but a hundred hours is definitely within reach.

Thunder Force III from Hot-B is the hard flyin', hard fightin' sequel to Thunder Force II. And TF II vets can warm up their trigger fingers, this one's as tough as they come.

THUNDER FORCE III
© Techno Soft 199?

The Hundred Years War continues.

A Perilous Journey

You pilot the Styx spacefighter through an eight stage mission to five deadly base planets and three stages on the home planet of the Lone Empire. Your stops include Hydra the Forest Planet, Gorgon the Fire Planet, Seiren the Water Planet, Haides the Rock Planet, and Ellis the Ice Planet.

Get through these murderous worlds and you reach the Lone Empire's home planet where you face the Cerberus (a huge space juggernaut), Ornbase, and finally Orncore, where the Cha Os robo-monster awaits you.

PROTIP: When you're destroyed, don't hit Start right away. Let the screen scroll on and you can study the terrain ahead of you.

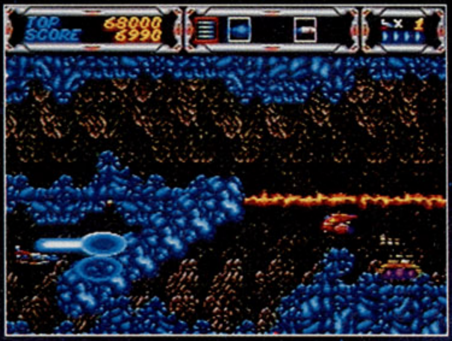
Like all flying fighting carts you have to strap in for the long haul – no passwords or saves. However, four lives, seven continues, a smattering of 1-Ups, and lives every 20,000 points help improve your odds.

PROTIP: Find a 1-Up on Gorgon at the bottom of the screen just past the large guided missiles. Watch out for the fire balls.

PROTIP: At the beginning of Seiren the Water World, blast the fourth mine to reveal a 1-Up.

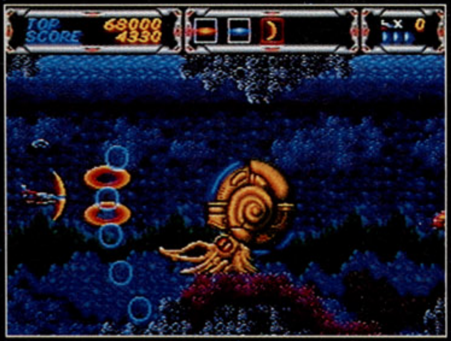
Fierce Looks

Thunder Force III's graphics are dazzling with intricate backgrounds and nicely detailed enemy creatures that easily outshine Thunder Force II's. This time, however, you don't get an overhead view. All the action scrolls horizontally, left to right.



The action's hot on Haides.

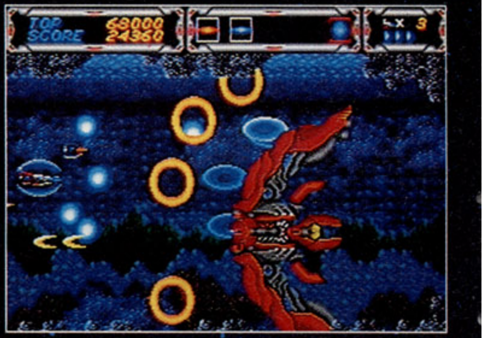
The mindbending graphics are a knock out, but distracting at first, especially when the screen gets crowded and the action gets hot. On the Fire Planet for example, the psychedelic red fire background waves and shimmers which makes it hard to see your ship. The Lancer pulse cannon is devastating on the Water Planet, but you'll wail the blues when its blue shots mix in with your enemies' blue bubbles and blue pulses! Naturally, it's easier to focus in on targets the more defeats you suffer.



Seiren: Underwater Blues.

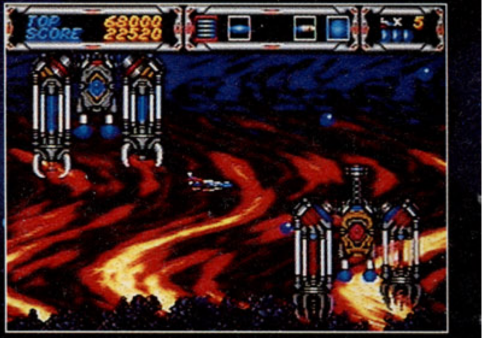
Fighting and Flying

The Lone Empire forces feature familiar firepower, but they look great! You'll face a handsome horde of robots, space fighters, and gun emplacements. Serpents, centipedes, chambered nautiluses, fire birds, dinosaurs, and fish are among the menacing mechanical menagerie.

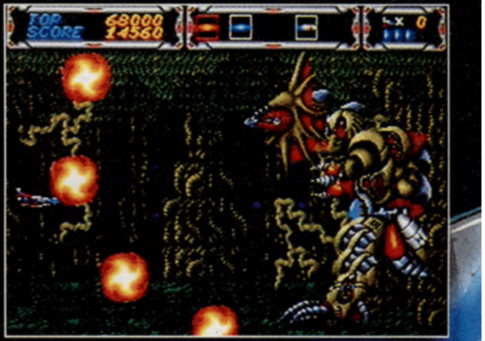


You're just bait to this boss!

The boss thingies and the mid-level opponents are formidable adversaries. They're all large, and their attacks virtually cover all your maneuvering space. You must shoot them on the go and fly between their shots to beat them. The Twin Vulcans, the King Fish, the Combined Fortress, and Cha Os are particularly nasty.



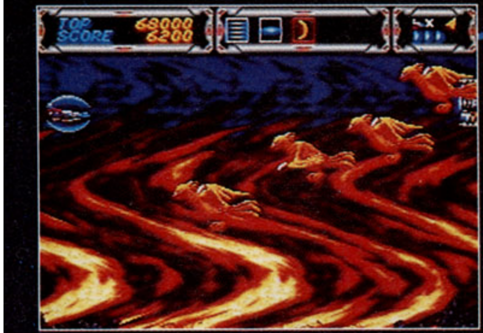
Bosses attack all over the screen.



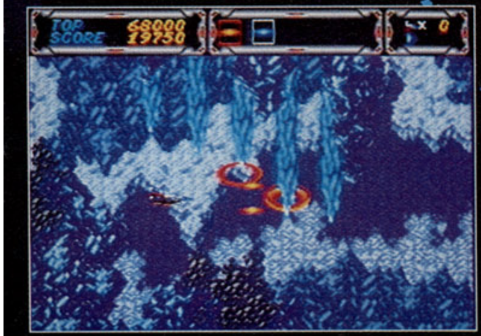
PROTIP: To destroy Hydra's reptilian Gargoyle, stay at the left screen edge. Fire can't reach you there, and the fire balls spread out enough for you to dodge them. Shoot the eye in the robo-dragon's stomach.

PROTIP: Shoot the radar antennas to destroy the Twin Vulcans at the end of Gorgon. These vulnerable spots are the shafts that pop out of the top of their heads.

This game is a thumb-numbing shooter, but fancy flying is equally important. Quick reactions and a steady hand are essential. What really eats up your lives are the unique natural hazards such as huge mountains that rise up to crush you, sizzling volcano blasts, and gigantic icicles that spear you.

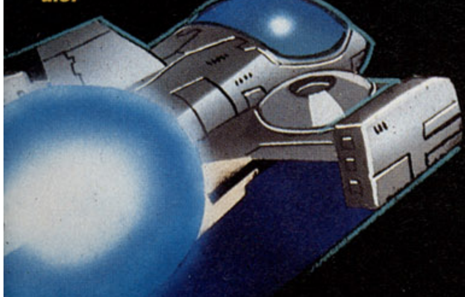


PROTIP: On Gorgon watch the bottom of the screen. Fire spouts burst from breaks in the volcanic rock when fire bubbles.



PROTIP: On Ellis the icicles retract if you shoot them.

PROTIP: Gorgon's fire spouts block your blasts which makes it difficult to get enemies flying in behind them. Dodge, don't die.



PROTIP: As soon as you encounter a narrow passageway between a mountain and the top of the screen on Haides, quickly accelerate to avoid a crushing experience.

Your seven weapons are standard stuff, but max out their power and they lay down a awesome field of fire. Like many shoot-em-ups, you build up a hefty arsenal by shooting little robot drones that scoot across the screen.

PROTIP: On Gorgon you can snatch a Shield, as soon as the screen scrolling speeds up. Stay below the center line, watch out for fire balls, and keep shooting.

PROTIP: On Seiren, the Shield helps you beat the end boss. After you blast the large mid-level fish-thing, immediately position yourself just below the center of the screen and keep shooting. You'll hit the drone with the Shield.

Rolling Thunder

Thunder Force III is a straightforward flying shooter with gorgeous graphics. However, you'll have little time to admire the scenery; the challenge is excruciating. Get set to move up a level of difficulty from Thunder Force II, even minus the overhead fighting. This one's definitely recommended for serious Genesis combat pilots itching to carve another notch in their controllers.

Few shoot-em-ups steal Thunder Force III's thunder.

Thunder Force III by Hot-B ($56.95 – Available Fall 90).

Graphics Sound Gameplay FunFactor Challenge

ILLUSTRATION: MARC ERICKSEN

THUNDER FORCE III

STRID

By Andromeda

The year is 2048 A.D. Meio, the Grand Master, has sent his army to Earth from his home on a distant nebula. His plan is to take over the planet and rule the world from a space station on the Third Moon. With much of the Earth already under the control of the Grand Master, humankind's only hope is the Striders, the last defenders of justice on Earth. As Hiryu, the youngest man to ever achieve the rank of A-Class Strider, you must hang-glide into the captured territories and destroy this alien menace before it's too late.

Strider is more than familiar to fans of the coin-op smash; the good news is that this game pak for the Sega Genesis is a faithful translation of the arcade hit.

Fantastic Fighting

Once you've landed in the captured territories the action turns ugly as you battle through five stages across the planet – all by yourself.

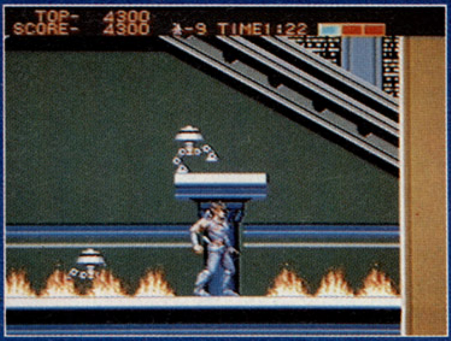
As a Strider you're a highly trained expert in the arts of espionage and war – future-style. Your ability to tumble, flip, climb, crawl, and cling to surfaces ranging from snowy mountainsides to steel girders is phenomenal. You're also armed with a deadly space-age weapon – a plasma sword called Falchon that bites through flesh and metal with a blazing flash.

The alien army is not your average band of soldiers. You'll battle a crew that ranges from robots and other metallic monsters to savage Amazon women and the mysterious Grand Master himself.

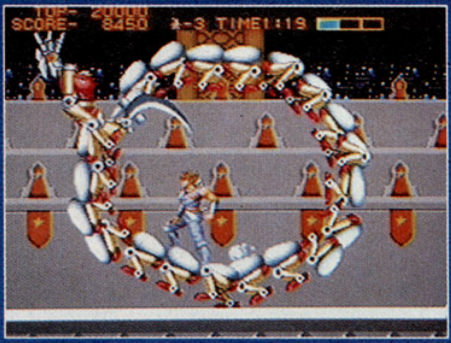
Striding Across Kazafu

In Stage 1 you'll tumble and climb your way through a strange version of Red Square, complete with futuristic buildings, deadly steel girders, weird robots of all shapes and sizes, as well as alien army commandos. The deadly boss at the end of this level is a giant metallic caterpillar, Urbolos, who wields a hammer and sickle.

PROTIP: Watch for power-ups! These include a capsule that makes your plasma blade longer, extra health and life bars, temporary invincibility, and even a droid who flies along next to you and helps you battle your enemies.

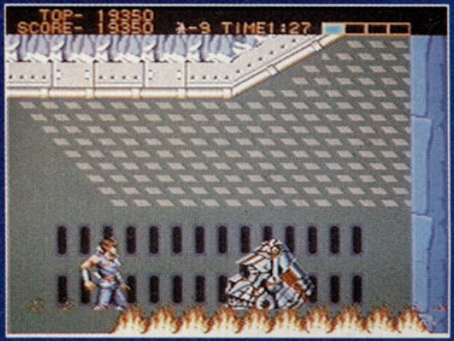


PROTIP: After you destroy Stroboya, the muscle man, jump under the platform he was standing on to avoid the falling flames.

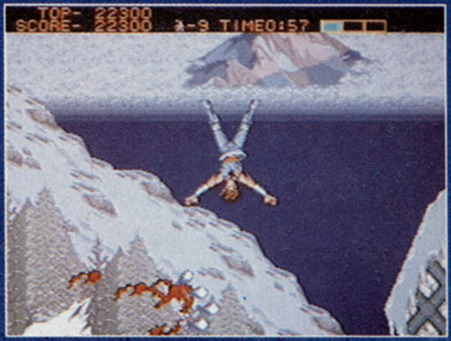


PROTIP: Defeat Urbolos by climbing on its back and riding it as you hit it on the head.

Survive Kazafu and you'll find yourself stuck in Stage 2's Siberia. Outside you'll battle wolves and other denizens of this frozen wasteland. Inside the Siberian Mine fight through an eerie machine-works, complete with grinding gears and other hi-tech hazards. Escape the mine and battle high above ground on the landing dock while lightning flashes. From the landing dock leap from shuttle to shuttle while you dodge parachute bombs. Reach the giant cruiser and battle three deadly martial arts guards and the pilot of the cruiser to defeat the level.



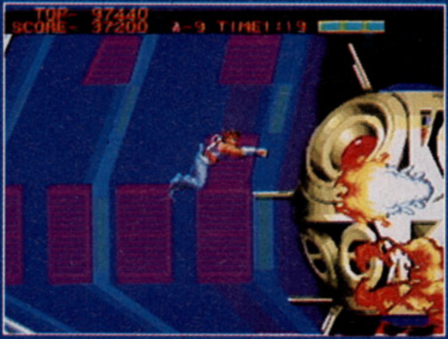
PROTIP: To blow up the giant robot gorilla, Mecha Pon, in the mines rush and hack at him as fast as you can. Run away quickly when Mecha Pon starts to explode. If you're standing too near you'll be damaged by the flames that fly from his head as it hits the ground.



PROTIP: After you leave the mine race down the steep snowy slope as fast as you can, or you won't make the tricky cliff jump.

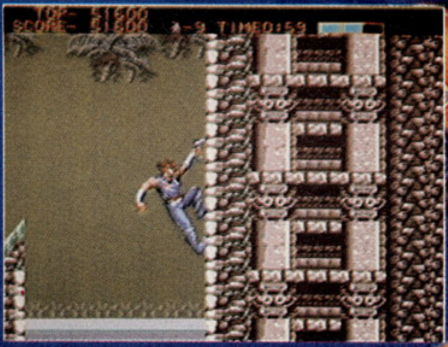
Stage 3's battle takes place high in the skies aboard Ballog, the evil Grand Master's flying fortress. You begin your fight on deck and then work your way deep into the ship's interior where you clash with Frog robots, dodge turning gears, and try to avoid being smashed between closing platforms. The action takes a surprising turn when it switches to anti-gravity mode and you find yourself walking on the ceiling and learning to make all of your moves upside down. Stage 3's boss is a giant purple-eyed robot lodged inside of a huge anti-gravity dome.

PROTIP: When you reach the closing walls climb up as fast as you can, flipping back and forth from wall to wall to reach the top more quickly.

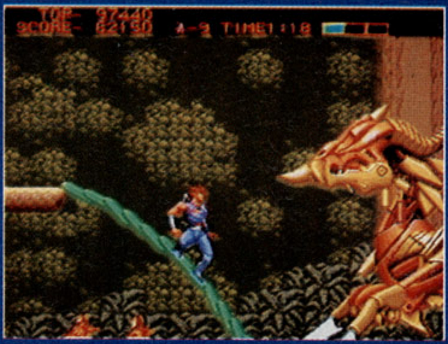


PROTIP: The Anti-Gravity Unit in its giant purple dome sucks you into its orbit and spins you around three times before it hurls you against the wall. While you spin around slash it as many times as you can. When you hit the wall you lose one life bar. Save the life power-up at the bottom of the dome until your life gets low. If you conserve this power-up until you need it, you should be able to get enough hits in on the Unit to do it in before it sends you into orbit permanently.

Journey deep into the jungles of the Amazon in Stage 4. Here you'll swing from vine to vine, dodge exploding toadstools, climb trees, and fight off screaming Amazonesses determined to cut you down to size with their boomerangs and hatchets. As you battle further into the jungle you'll learn its mysterious and dangerous secrets – such as the deadly Piranha who lurk in the water waiting to devour you should you fall, and the giant robotic dinosaurs.

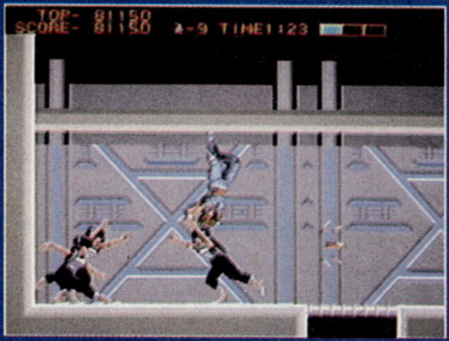


PROTIP: There's an easy way to cross the collapsing log bridge. Just jump on the first few logs so that the entire bridge collapses. Then backtrack and grab the power-up. Now leap across the cliff and climb up the brick wall on the other side of the bridge.



PROTIP: To bash Lago, the giant robot dinosaur, simply climb up the vine in the tree next to him. If you fight Lago from here you avoid his dangerous claw, and you can easily slash him in the face to destroy him.

In Stage 5 you journey to the Third Moon for the final confrontation with the alien forces and the Grand Master himself. Against a strange backdrop of satellite dishes, red towers, and other metallic structures you'll battle an army of metallic soldiers of every type and description. As if that weren't enough you'll find you have to re-fight many of the previous bosses including Urbolos, Lago, and the Anti-Gravity Unit. And then, high atop a metallic scaffolding made of what looks like skeletal fingers with deadly fingernails, you'll have to tumble and leap in mid-air as you battle the Grand Master.

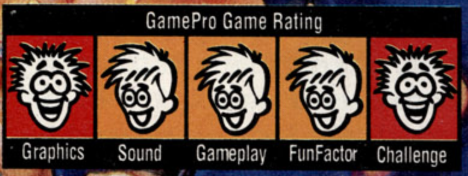


PROTIP: Head into the secret room during the anti-gravity phase of Stage 5. Battle three martial arts guards for a power-up.

PROTIP: Use the same tactics to defeat all of the bosses the second time around – except for the robot dinosaur Lago. There's no tree handy this time so you'll have to battle him from the ground.

Strider is hot from the arcades and features gorgeous graphics, non-stop arcade-style action, and an especially captivating and unusual sound track. At last, an arcade translation that's as hot as the original coin-op! What more is there to say – you'll take this one in stride!

Strider by Sega of America (Price Not Available – Available Winter '90, 8 megs).



DER

By Maid Marion

Alas, it's happened again! Yet another lovely creature has been snatched by an evil monster, in this case the sinister beast-god Typhon, ruler of darkness! Unfortunately for Typhon he made a serious mistake. The maiden he chose to grab was none other than Artemis, Goddess of the Moon. She and Apollo, God of the Sun, were all set to rule the world of light together forever – and boy, is Apollo angry! Now he's out to recapture the powerful Sword of the Sun, destroy Typhon, and return Artemis to her rightful place at his side.

On the Wings of Love

Fortunately for Apollo he's got a powerful ally. He'll battle the loathesome gods and demi-gods of the mythological world astride Pegasus, the most famous flying steed of all time. You'll view the action and the graceful flapping of Pegasus' wings from overhead in this one-player title.

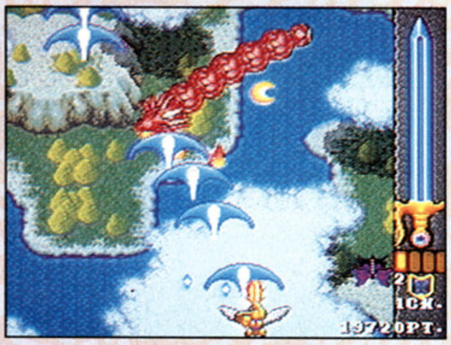
You've got three lives, and you can continue three times on your quest. As Apollo you'll also have all the powers of the gods at your disposal. He wields the mighty Phelios Sword, whose powerful beam intensifies with energy.

PROTIP: Power your sword to maximum levels by holding down the fire button until it's fully energized. You'll do greater damage to your enemies with fully powered sword hits.

Apollo receives other gifts during his journey. Golden Owls soar through the sky bearing weapons and special power-ups. When Apollo tames them with his sword they may bestow such items as a Speed Up, the Option (an extra diamond sword), the Beam (a deadly sweeping beam of light), Homing (a light beam that automatically homes in on your foes), and Across (devastating richocheting bullets).

No Horsing Around

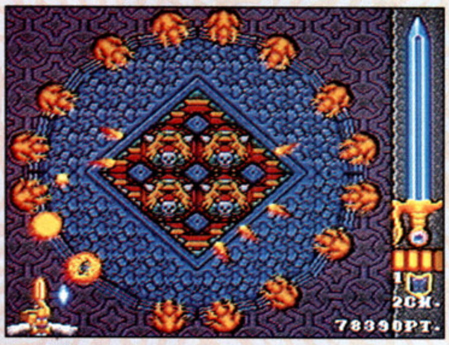
To destroy Typhon you'll first have to vanquish the evil creatures, demons, and monsters found in each of the six chapters. Your quest begins in Delos, a peaceful land that has been invaded by enemies too horrible to contemplate. Beware of axe-hurling Skeletons and poison-fanged Butterflies.



PROTIP: Grab the Beam weapon early in Chapter One and then use it carefully - you'll only have limited shots. The Beam is excellent for destroying Dragon Heads and poison-fanged Butterflies.

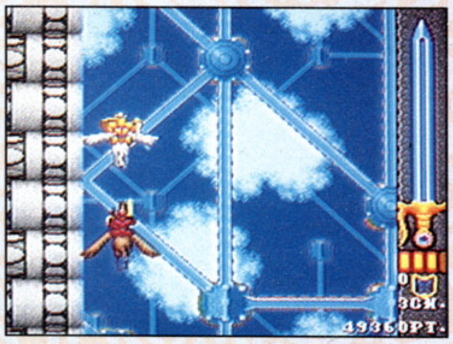
In Chapter Two you'll venture into a dark and mysterious cave known as the Death Dungeon. Mysterious green hooded monsters seek to destroy you, and a giant spinning wheel fills the screen.

PROTIP: Stay to the center of the screen and the projectiles hurled by the green-hooded monsters won't hit you.



PROTIP: To destroy the spinning wheel stay in the lower left-hand corner and fire shots at the wheel with your weapon at full power. You'll destroy the spheres and eventually the wheel itself.

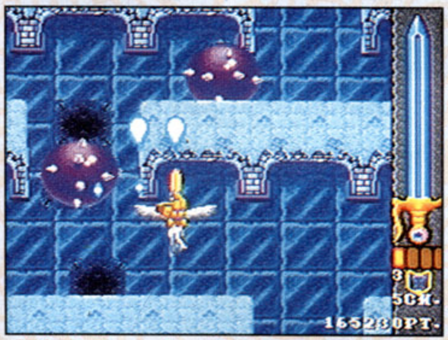
Take to the Parboleos Skies in Chapter Three where you'll battle the mighty Griffons, winged foes who are determined to end your equestrian career.



PROTIP: The Griffons attack you from behind. To defeat them zig zag from side to side, luring them near the rocks. If you're lucky they'll crash into the rocks and destroy themselves.

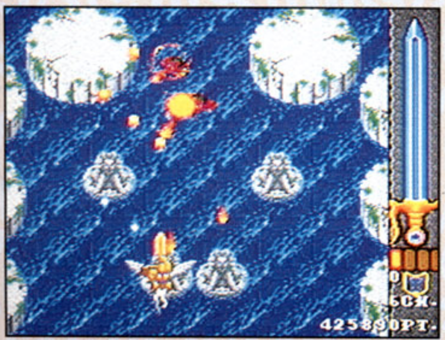
Chapter Four's Fire Kindom is one hot spot you'll wish you'd never explored. Fire Bees and Birds, flames, and other blazing menaces threaten to turn you and Pegasus into instant Bar-B-Que. Just when you think things are too hot to handle you'll find yourself slipping and sliding through the frozen wasteland of Chapter Five's Icebound Soul. Here giant exploding boulders called Giga tumble at you in a terrifying avalanche.

PHELIOS



PROTIP: Remember that the red-spiked Giga explode when they make contact with anything.

In Chapter Six wicked Earth Demons rise up out of the waters to hurl giant stones at you and Pegasus. Beware of the Water Tarantula or you'll soon be in a watery grave.



PROTIP: Watch for the Earth Demon's feet to appear at the top of the screen and blast them as soon as you see them. If you knock them back into the water quickly they can't throw any rocks at you.

The final battle takes place in Chapter Seven's Temple of Typhon, the home of the evil Typhon himself.

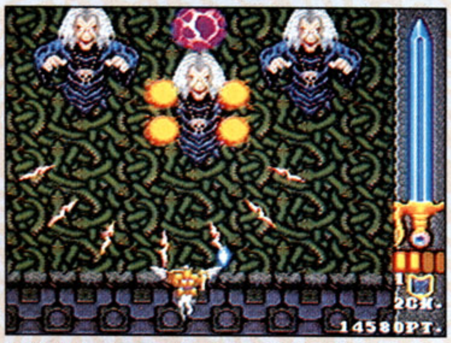
PROTIP: Destroy the green blocks to break up the ramps that deadly boulders roll down. If you destroy the ramps the boulders will fall past you instead of on top of you.

PROTIP: It's safer to avoid shooting the Blue Hands because when you shoot some of them they break up into many Red Hands that attack you.

They Shoot Horses, Don't They?

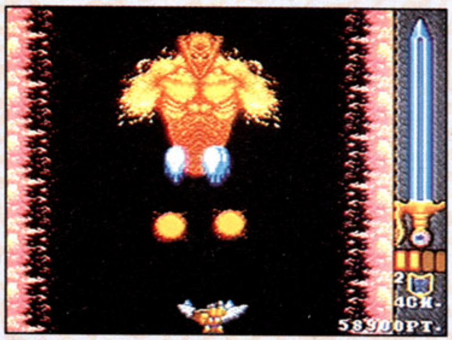
Just surviving each Chapter unfortunately isn't enough to save Artemis. At the end of each chapter you must venture into a Temple of Doom to defeat a horrible enemy boss, including Medusa, whose snaky head is a slithering mass of destruction, and Cerberus, the guard dog of the underworld whose vicious fangs could spell your doom.

PROTIP: Stay near the bottom of the screen to avoid Medusa's shots in Chapter One. Watch out for her shots which ricochet off of the side walls.



PROTIP: The Graiai lurk at the end of Chapter Two. To destroy them first blast their arms, and then you'll only have to contend with the flying heads while you try to destroy the crystal eye.

PROTIP: Scylla, the spinning wheel-boss in Chapter Five, is easy to destroy. When it appears quickly blast as many of the flying purple heads as you can. As the heads spin out dodge inside of the wheel and blast the center. As the wheel spins in again dodge out and destroy more purple heads. Just repeat this pattern until the wheel blows up.



PROTIP: Anteus, the devil-boss in Chapter Four, shoots fiery hands at you. If you sit in the middle and blast the hands with full power, you'll destroy them and get a shot in at Anteus simultaneously. Then, back out to the left or the right to avoid the fire that falls from this burning monster. Repeat this pattern until he's done for.

Your final decisive battle takes place at the end of the Temple of Typhon where you must confront and destroy Typhon himself. To vanquish this fearsome fiend you'll need to grab the pieces of Phelios, the Sword of the Sun.

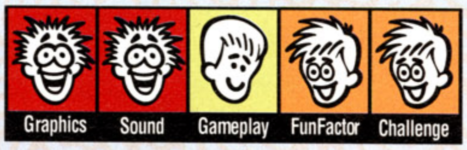
PROTIP: As you fly through the temple destroy the Golden Orbs and grab the letters you need to spell "Phelios." When you've succeeded you'll earn the Sword of the Sun. Then you're ready to destroy Typhon!

PROTIP: When you reach Typhon you have a good opportunity to earn a few extra lives. Destroy the little Ninja monsters that appear above his shoulders for big points!

It's A Horse of a Different Color

Phelios, the first Genesis title from well-known game designer Namco, is a first class cart. Gorgeous graphics, tough gameplay, and interesting animated story sequences make this an excellent addition to the Genesis stable of titles. It's up, up, and away with Phelios.

Phelios by Namco (Price Not Available – Available Fall 90).



By C.A.T.

Three peaceful years have passed, Joe Musashi, since you reduced the evil crime syndicate Zeed to rubble. But now the peace is shattered. The evil masters of Zeed are back as the even more ruthless, Neo Zeed.

They've assassinated your sensei, murdered your comrades, and taken your bride to be, Naoko, hostage. You know what you must do.

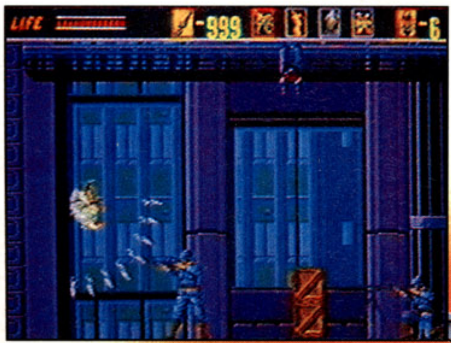
Vengeance Is Yours

Take Joe on a mission to the heart of Neo Zeed headquarters. You'll wreak havoc through eight international districts over land, sea, and air. Each district contains three fighting scenes.

If you feel the odds against you aren't stacked high enough, you can select the number of shurikins you begin the game with–90 to none at all. Still too easy? Set your lives at four levels of difficulty from 10 lives to one life!

Tools and Tricks

As you start your quest you have a dagger and a cache of lethal shurikin-throwing knives. And, of course, you're the master of Shinobi, the art of stealth.

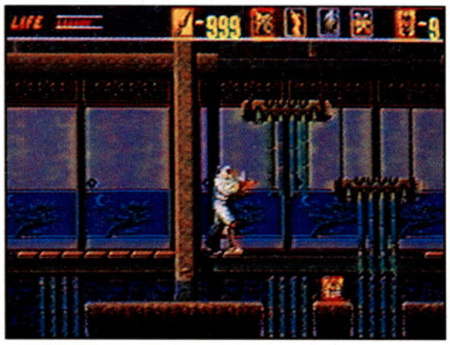


PROTIP: Here's a key move. Press Button C to jump and then hit C again to somersault. Now, press B during the somersault and you'll hurl eight shurikins at once in a rainbow shot.

Throughout your vendetta, you'll find crates which hold essential items. Split them to collect extra shurikins, hearts for longer life, Musashi (1-Ups), Power Packs, and Ninja magic.

PROTIP: Pick up Power Packs and you'll throw shurikins faster and more accurately, gain a lethal katana sword, and acquire the skill of Cross Guard to block enemy throwing stars with crossed shurikins.

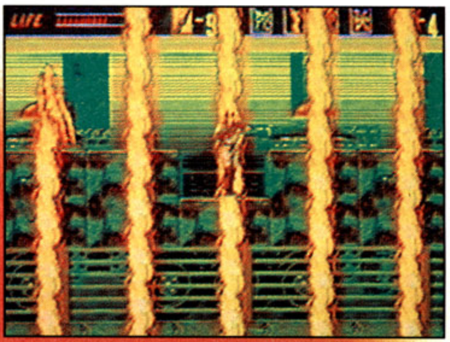
PROTIP: Surprise! Some crates hide bombs. Watch out!



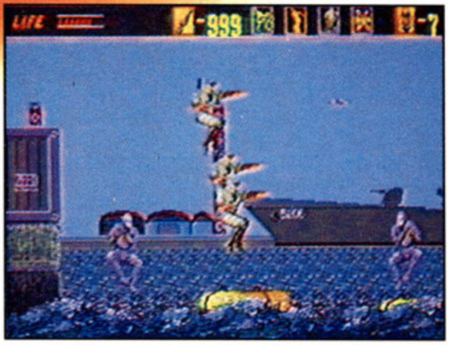
PROTIP: Look for hidden 1-Ups and Power Packs in walls and floors.

The Powers of Ninjitsu

Your Ninja magic is key to success. Use one of four Ninjitsu powers to help you in your blood quest. Call upon Ikazuchi, the Art of Thunder, to surround yourself with an invincible electric shield. Kariu, the Art of the Fire Dragon, envelopes you in a blazing column of fire which scorches every enemy it touches. Fushin, the Art of Floating, enables you to jump and do somersaults for maximum height and distance.



Scorch the earth with Kariu.



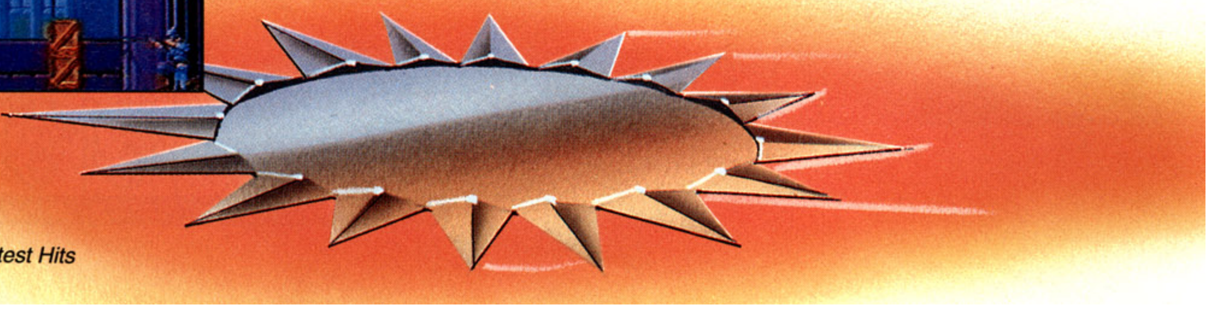
Leap from raft to raft using Fushin.

Mijin is the Art of Pulverizing, it's a desperate measure that takes your life as it turns you into a devastating human explosion.

PROTIP: Fushin, the Art of Floating, stays with you to the end of a scene even if you assume another jitsu.

International Quest

Revenge of Shinobi takes you to eight international districts for bone-crushing martial arts action. District One is the beautiful Japanese countryside where you combat ninjas in the Bamboo Garden and the House of Confusion.

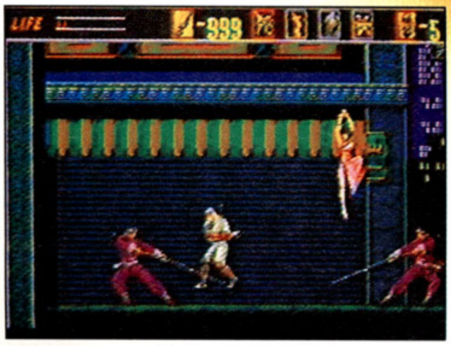


Finally, face the mighty armored samurai, Blue Lobster. In District Two, you fight winged ninjas across a huge waterfall on your way to Tokyo. Then, the warrior nuns and the vicious Flower Dragon gang give you a big city welcome. Get to the nightclub in time to tango with the Shadow Dancer.

PROTIP: In District Two, use the Jitsu of Fushin to traverse the water falls.

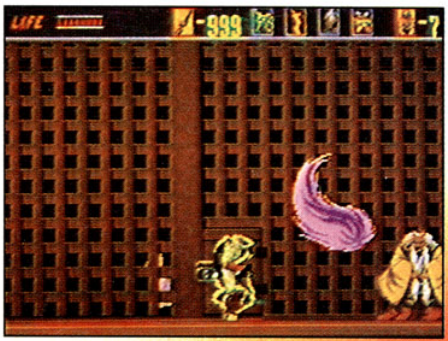
Next, hack and slash your way through the crowd at District Three's airport and take an action-packed flight on Air Neo Zeed. Blow the computer's electronic brains out while you're at it. You land in Detroit, District Four, where you face Motor City hitmen in an auto graveyard. The Master Attacker is waiting, and has he got a car for you!

District Five's just called Area Code 818. That's LA, but the skyscraper and the freeways are no Disneyland! District Six is Chinatown and, as if kung fu killers and a terrorizing runaway train weren't enough, Spiderman tries to bug you. In District Seven you duke it out on the docks of the Big Apple; then you're off on a perilous ocean voyage. When you reach the ship's hold, be ready for red hot action.



Things are pretty hectic in Chinatown.

District Eight at last, welcome to Zeed island. Face a deadly maze filled with winged ninjas, samurai warriors, and Pink Dragon assassins. If you find Naoko, she may be in a tight spot and, well, the main event with the Big Boss gets pretty hairy.



Save Naoko before she gets squashed.

PROTIP: When your Life Bar runs low, use the Jitsu of Mijin. It takes a life, but it restores your energy and enables you to continue without starting over at the beginning of the level.

Will revenge be yours? Hey Joe, what're you doing with that sword in your hand?

Revenge of Shinobi by Sega of America ($64.99).

Revenge of
Shinobi

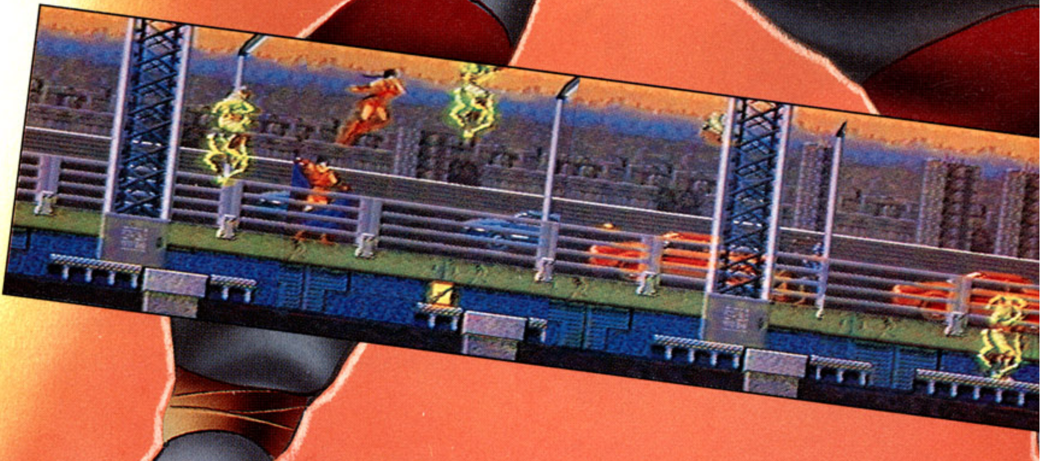


ILLUSTRATION: MARC ERICKSEN

BONK'S

By The Eliminator

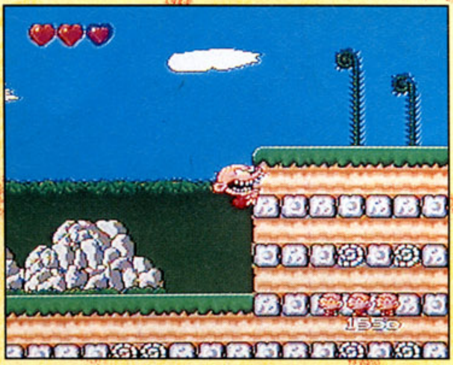
At the dawn of time, Homo Sapiens (that's us) learned to use their heads to survive in the perilous prehistoric world. Now, Bonk's Adventure from NEC/ Hudson Soft returns you to the Stone Age as Pithecanthropus Computerus (that's Bonk) where you learn to use your head, literally, all over again.

Neanderthal Moves

There's big trouble in this zany primitive land. The abominable King Drool has snatched the beautiful Princess Za. As Bonk, the hardheaded caveboy, you decide to save her.

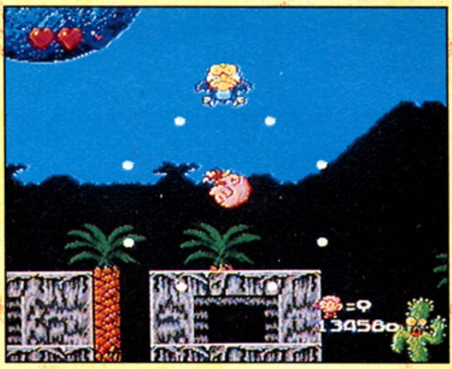
But it's 10,000 B.C. and few weapons have been invented. So, to rescue the Princess, you'll bash your cranium against any beasties in your way. Miss your foes, however, and they'll send you into a coma, after you throw a bug-eyed, foaming-at-the-mouth fit. That costs you one life.

To keep your headaches to a minimum, here are some vital techniques.



Bonk's bite is worse than his bark.

Use Bonk's powerful bite to scale walls and trees. Run and leap into them until Bonk chomps down. Now, press Button I rapidly to climb. To divebomb head-over-heels into your foes, push Button I to jump and then hit Button II. This move is twice as powerful as a normal head-butt. To increase your jumping distance and hang time, tap Button II continuously after you jump. Plough into your enemies with this spin move and you'll really knock 'em out.

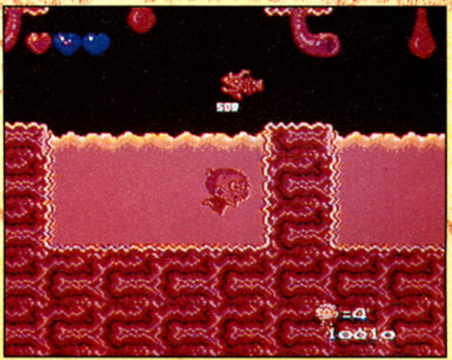


Bonk, the human cannonball.

Creatures That Time Forgot

To complete your quest, you must bash prehistoric beasts on land, sea, and air.

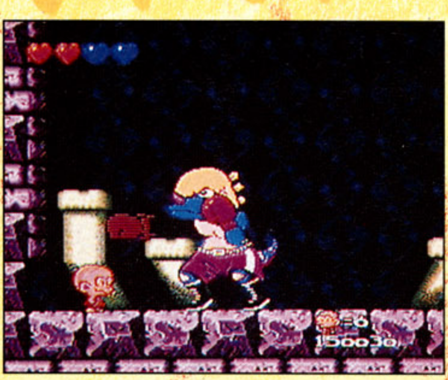
Go head-to-whatever with snapping 'gators, near-sighted dinosaurs, eggshellheads, slimey leeches, and other creepy crawlies.



PROTIP: Sometimes you run up points by butting a bad guy into the air, getting under him, and continuously bumping him to keep him there.

You also face the loony level bosses–Huey, Punchy Pedro, Gladdis, Kongo Zilla, and Tractorhead.

ILLUSTRATION: FRANCIS MAO



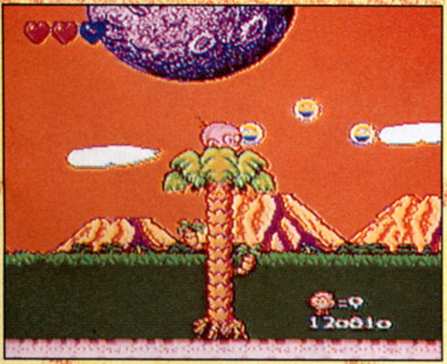
A big bad boss.

Now, you don't want to do them in, you just want to make friends. They've been hypnotized into thinking you're an enemy, so bump their heads until you break the spell.

PROTIP: Punchy Pedro can be mean and he usually punches your lights out. Dodge his blows and go for his head.

Primordial Pathways

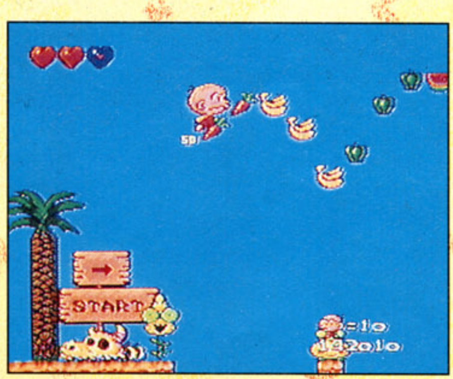
Bonk's Adventure takes place across a fantastic primeval landscape. Head-butt your way through five circuitous levels (broken down into seven areas) that lead to soupy swamps, perilous waterfalls, parched deserts, and deadly tropical forests. Each area is a complex multi-leveled maze that taxes your brain, in more ways than one. Save the Princess at the end of the fifth level and you head to another planet to fight King Drool.



PROTIP: The twinkle-toed dancing trees help you grab more Smiley Faces.

Just headbutt them in the right direction and climb aboard.

But before you go, search for four bonus stages, where you can earn awesome points towards extra lives. Bonk the walls till you find them. One stage features cliff climbing, where you try to climb as high as you can in 10 seconds. In the continuous spinning stage, you jump off a cliff and spin in the air as many times as possible by pressing Button II. Land on your feet or you lose. At the munching spree, you hop from flower to flower to gulp as much food as possible. Finally, a volcanic stage has you headbutting rocks which pop out of a volcano.

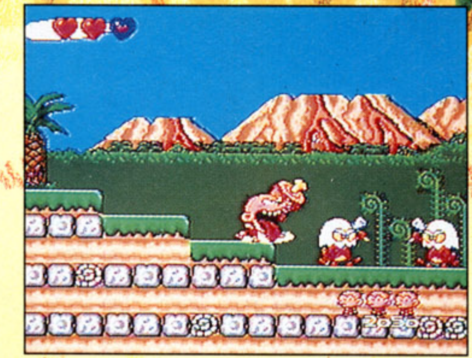


Bonk munches out.

Bonk Want Food!

Bonk is a spirited neolithic toddler with a voracious appetite. Satisfy his hunger pangs for points and power.

Eating fruits and vegetables racks up points towards extra lives. For a real mind-blowing, atomic experience, gobble up a chunk of meat. Small pieces of meat make Bonk's headbutts twice as powerful. Swallow a large hunk of meat or two small meats to render yourself invincible for ten seconds.



Power up with meat!

PROTIP: Power up with one meat and you can also slam your head on the ground to freeze your enemies.

You can also increase your bonus points and vitality by collecting Smiley Faces, which periodically appear when you bash your enemies. Also, keep your eyes peeled for hearts. Three hearts equal one life.

An Early Flower Child

Just because you're on a quest, doesn't mean you can't stop and smell the flowers. In fact, squash 'em if you want to succeed. Pink Flowers relinquish fruit, veggies, and, sometimes, a heart. Yellow Flowers add spring to your jumps. Red Flowers hide meat. Rare Green Flowers reveal crystal hearts which you can fill up with energy.

PROTIP: When you jump on the spring flowers, beware of the wicked flowers; they zap you.

Bonk's Adventure is a fanciful, wacky game that delivers hours of challenge, fun, and laughter. The graphics and the animation are great! And you'll enjoy Bonk, a good-natured little cavedude who just wants to make friends. Don't be King Drool's blockhead; Bonk your way to victory.

Bonk's Adventure by NEC/Hudson Soft ($54).

LEGEND

By the Eliminator

"He who possesses the axe will have power"

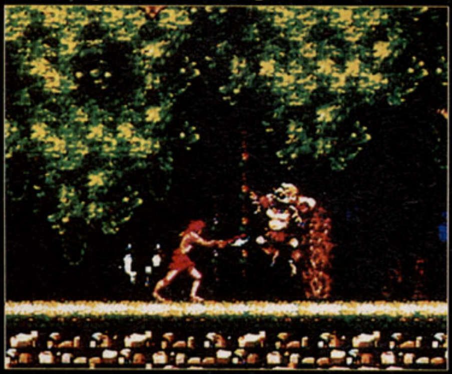
Legend has it that a fantatical cult tribe inhabits the Devil's Den, hidden behind the thick of the jungle. They indulge in black magic to transform animals into vicious monsters with a savagery to match their immense proportions.

Most of the villagers have fled in terror. Those who choose to remain have to appease the wrath of the cult leader, Jagu, by sacrificing a victim selected from among their own people.

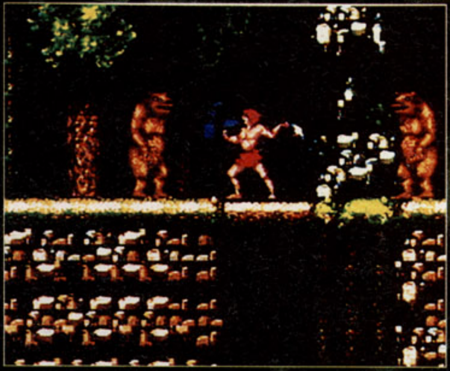
You are Gogan, a fledgling warrior, just returned from years of strenuous training for manhood. To your horror you discover that your beloved Flare was chosen as a sacrifice to the nefarious Jagu. But there's still time to save her! Armed with only battle scars, determination, and a mystical axe given to you by the village sage, you set out to endure six menacing zones of perilous encounters with a myriad of enemies.

The Jungle

With the agility of a trapeze artist, swing from vine to vine while fending off shrieking bats with your trusty axe. Dodge frenzied axemen who leap out from behind bushes. Destroy Jagu's miniature statues to reveal power-ups and increase the strength of your weapons. Blue and red crystals increase your point totals. Watch out for giant bears with ferocious tempers. They run quickly and swipe at you with skin-piercing claws. Take on one bear at a time.



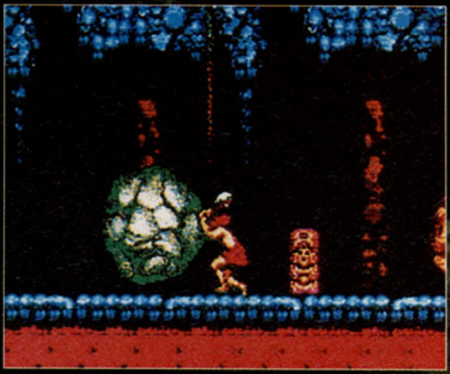
Dodge frenzied axemen.



Fight the bears!

Volcanic Cave

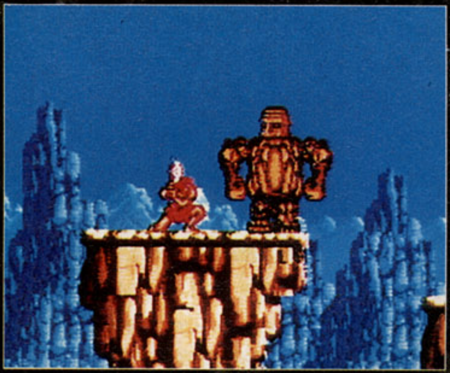
It's a hot spot of red piping-hot lava pits, spewing deadly balls of fire. Poison-spitting iguanas attack at every turn. Grab crystal containers to increase your attack strength. Let your strength meter charge full force as you narrowly escape being flattened by two gigantic runaway boulders.



PROTIP: To avoid being smashed, jump on the vine.

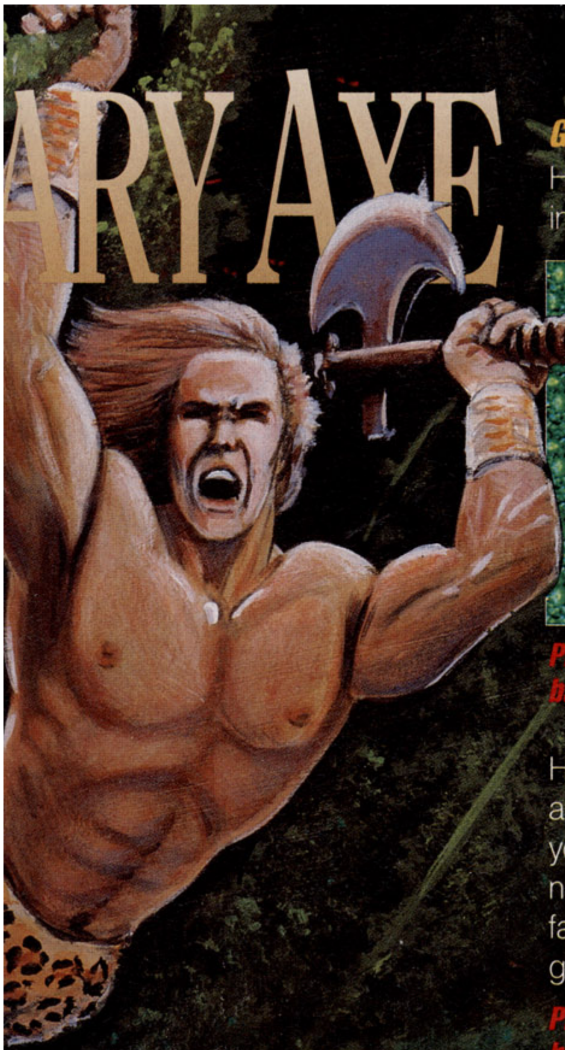
ILLUSTRATION: CARL BUELL

The Mountains



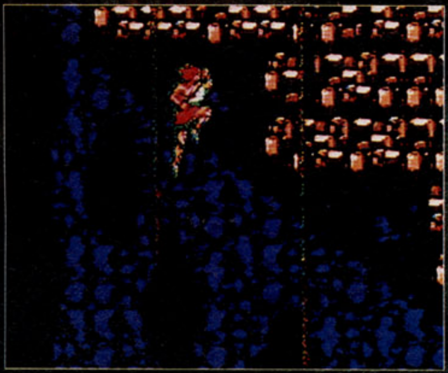
You'll need jumping skill in the mountains.

Danger isn't far behind as rugged rockmen, swinging axemen, and the deadly phoenix attack you. Use all your skill in jumping, and just the right timing, to escape these evil menaces. Grab powerballs from Jagu's idols to recover your strength. You take on a green luminous glow as your energy charge goes up.



The Waterfall

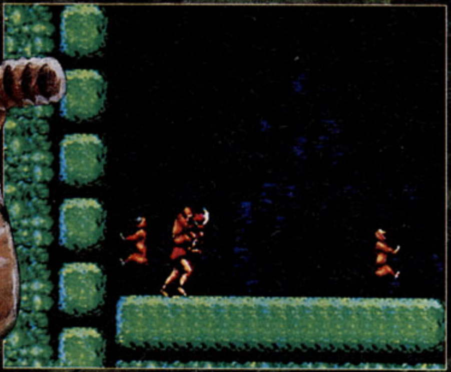
Travel alongside a cascading, roaring waterfall. Frog-like creatures called Waterheads leap out of the river when you least expect it. Fend off flipping axemen with your powerful axe. Boost your striking power by snagging the "wing" item. Your axe strokes become faster and stronger.



Swing from vine to vine.

Ghost's Hideout

Here you're besieged by screaming monkeys who grab and bite.



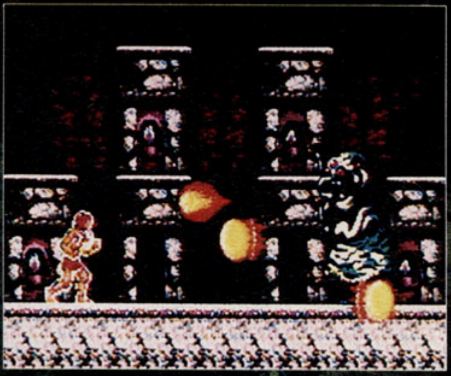
PROTIP: Don't let them climb on your back or you're in trouble.

Hordes of blood-thirsty bats flit around to annoy you and distract your attention. Survival is the name of the game as you come face-to-face with spear-throwing ghosts.

PROTIP: When you're surrounded by ghosts, hop over one so they're both on the same side of you. Since only one ghost at a time can attack, you'll have the upper hand. Then wallop them one by one!

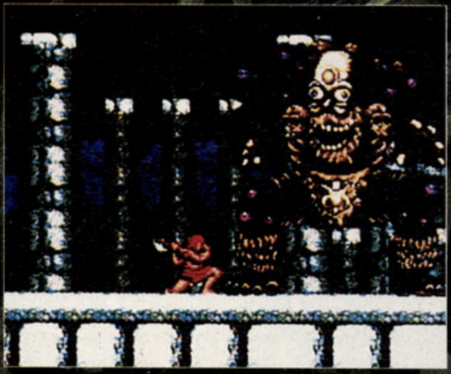
Jagu's Maze

It's a nightmarish labyrinth of big and small rooms. You can only move in one direction–with no backtracking. Pick the wrong direction and you'll start again at the beginning of the zone.



PROTIP: Draw a homemade map of your wanderings through this maze so you won't get lost.

Beware of Suda, the mysterious shrouded lady with the crystal ball. She'll hurl a ball at you. When hit by the axe, Suda is transformed into a bat. Battle Jagu's evil sidekick, a monstrous zombie who flings fireballs at you. Watch out, he'll warp himself into unpredictable places, sometimes right on top of you.



Evil Jagu.

Jagu Himself

Finally you're face to face with your ultimate foe, Jagu. He's no ordinary-sized enemy as he towers over you more than ten-fold. Use all you've learned from your training and the powerful swings of your legendary axe to eliminate this evil menace. The climactic battle, and dramatic rescue of Flare is a scene you won't want to miss.

You've never seen graphics like this! Crisp detail and vibrant color make scrolling through the different scenarios an experience in itself. The cascading waterfall, the rippling stream, flickering candles, and a beautiful mountain range are a just a few of the visual treats in store for you. In addition, the changing musical score really keeps the pace of the game going. So come out swinging; you won't get a second chance.

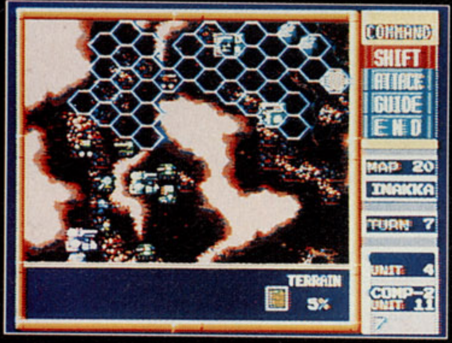
MILITARY MADNESS

By B.A.J.

It's the twenty-first century! The moon and all of her vast resources have become mankind's new frontier. However, Earth's greediest nations have united to form the Axis Empire, bent on controlling the Moon's resources for their own twisted purposes. On April 6, 2089, the Axis declared war on all of the other nations on Earth. They're using the Moon's resources to develop new and deadly weapons, including the supreme atomic missile–S.A.M.–which could destroy the Earth and all of her people. But you're not going to let that happen! As head of the Allied Powers you must stop the imperialistic Axis powers, and free the captured Allied leaders before it's too late.

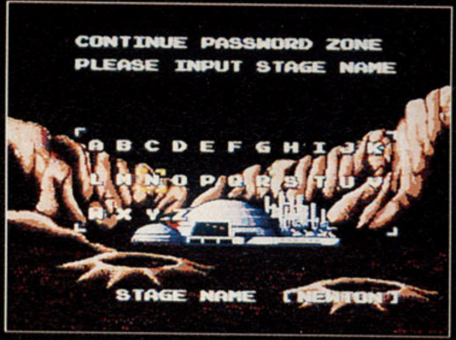
Moon Madness

In order to stop the Axis you'll have to conquer the Moon for the Allies. As supreme military commander, you control all aspects of the war. You'll do this by using your knowledge of military tactics, strategies, and weapons to rescue prisoners and destroy the Axis forces as you lead the Allies to victory. Onscreen displays and maps of the lunar terrain help you monitor unit strength and casualties, scan the terrain, and deploy your fighting forces.



Plan your strategy.

Military Madness is an epic struggle consisting of 32 stages. Each stage ends with the capture or the complete destruction of enemy units. If you suffer defeat, don't worry; at the start of each stage you'll get a password so you can continue the war.



CONTINUE PASSWORD ZONE
PLEASE INPUT STAGE NAME

A B C D E F G H I J K
L M N O P Q R S T U V
W X Y Z

STAGE NAME [NEWTON]

PROTIP: Keep passwords handy for future battles.

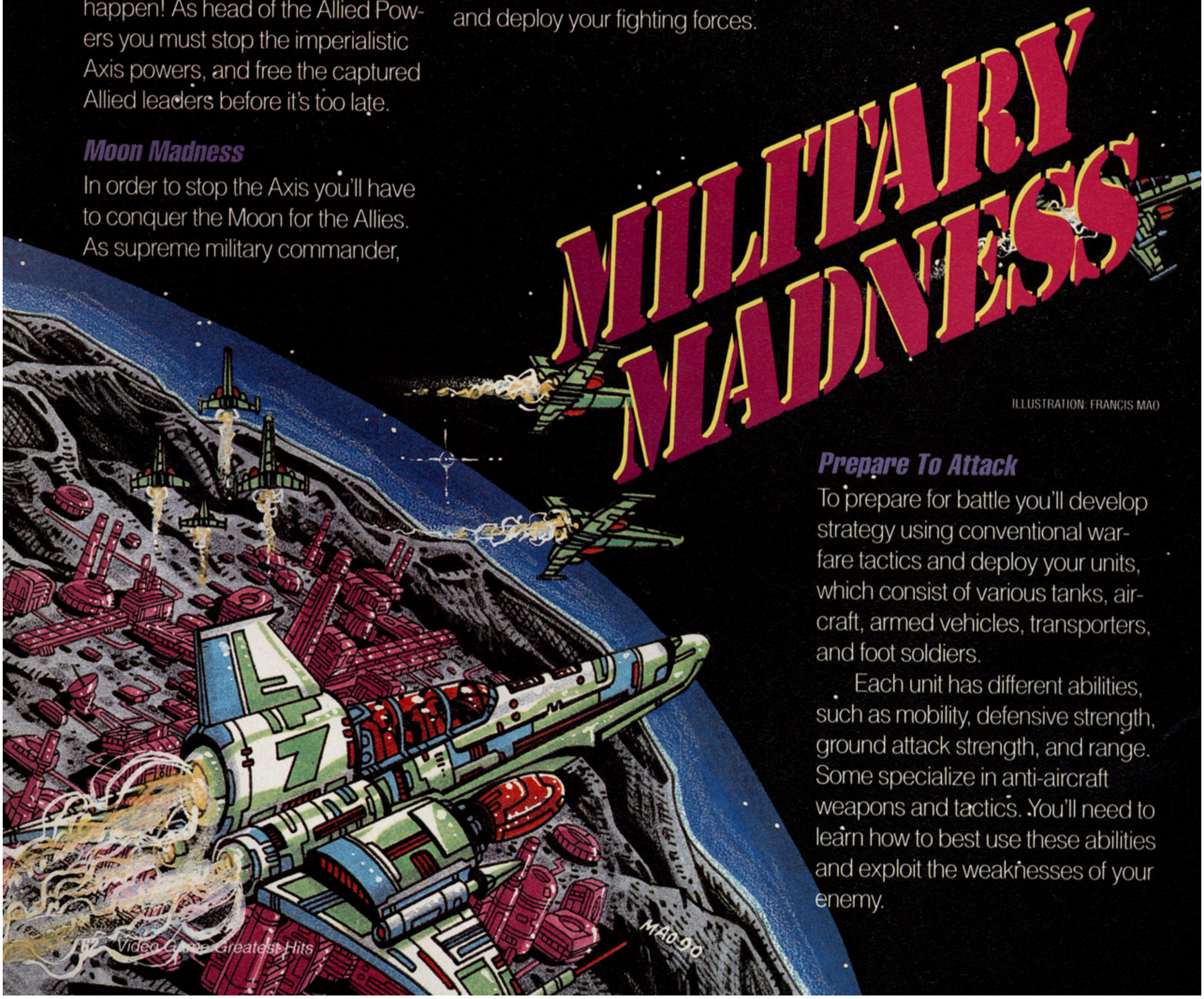
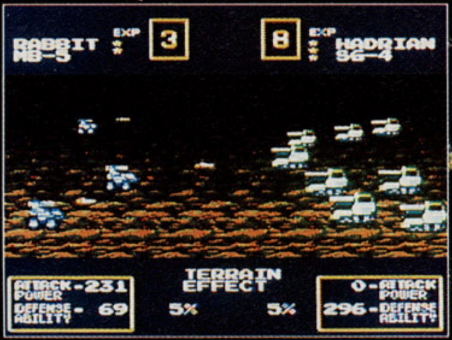


ILLUSTRATION: FRANCIS MAO

Prepare To Attack

To prepare for battle you'll develop strategy using conventional warfare tactics and deploy your units, which consist of various tanks, aircraft, armed vehicles, transporters, and foot soldiers.

Each unit has different abilities, such as mobility, defensive strength, ground attack strength, and range. Some specialize in anti-aircraft weapons and tactics. You'll need to learn how to best use these abilities and exploit the weaknesses of your enemy.

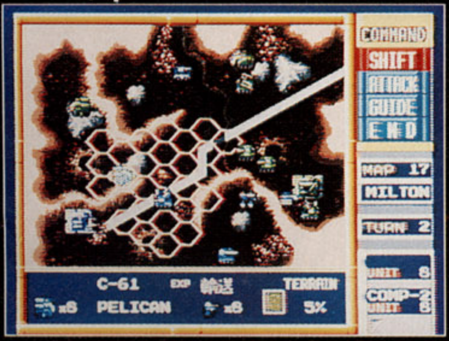

RABBIT MB-5
EXP 3
8 EXP
HADRIAN SG-4
ATTACK POWER-231
DEFENSE ABILITY- 69
TERRAIN EFFECT
5%
5%
0-ATTACK POWER
296-DEFENSE ABILITY

PROTIP: Use any type of tank to combat units that have zero ground attack strength.

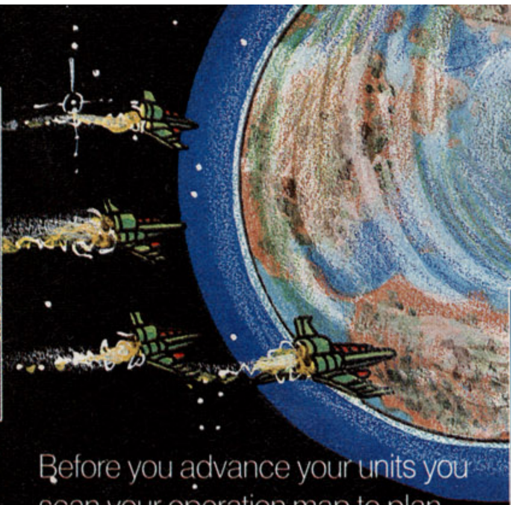
With each turn you either move a unit or attack an enemy. The Axis army is no pushover and makes counterstrokes against your moves. When you attack, the computer conducts the fight and displays the outcome onscreen. Your attacking unit's experience, the position of your other forces against the enemy, the terrain, and even luck all determine the outcome of the battle.

Making War

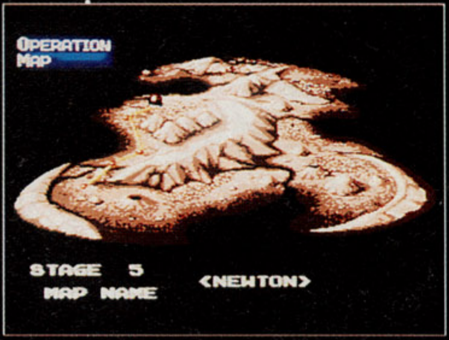
Once the fighting begins, the scenario can go something like this. You scan the terrain and discover that the Axis Empire has already been alerted to your presence and has positioned 32 armies for their defense. The fighting begins and you plan your strategy with the knowledge that you've got to make every move count–either to rescue your prisoners or to demolish small forefronts to win the battles and the war.


COMMAND
SHIFT
ATTACK
GUIDE
END
MAP 17
MILTON
TURN 2
UNIT 6
COMP-2 UNIT 8
C-61
PELICAN
TERRAIN
5%

PROTIP: For a quick win, try to use your transporters to carry your troops to the enemy prison.



Before you advance your units you scan your operation map to plan your attack. Study the Moon's terrain, and you'll find that it consists of deserts and roadways, as well as mountains and valleys.


OPERATION MAP
STAGE 5
MAP NAME
<NEWTON>

The Operation Map.

PROTIP: Always use foot soldiers to cross valleys.

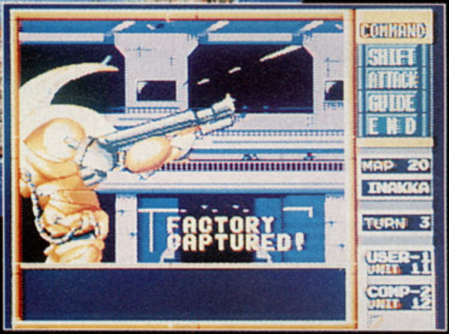
Use the lunar landscape to your advantage when you position your units.

PROTIP: Keep your anti-aircraft units behind your frontline of battle.

Now you send your Polar tanks out to converge in battle with the enemy's fleet of soldiers. Before the onslaught begins you notice that your tanks have the greater attack power and defense ability.

PROTIP: If an enemy unit is unfamiliar to you, use the manual to look at the unit's statistics before you make a costly mistake!

The soldiers destroy two of your Polars but you retaliate and leave three retreating soldiers. Now you must direct your tanks back to your factory for repairs.


COMMAND
SHIFT
ATTACK
GUIDE
END
MAP 20
INAKKA
TURN 3
USER-1 UNIT 11
COMP-2 UNIT 12
FACTORY CAPTURED!

PROTIP: When your units descrease in number guide them to your factory to increase their numbers. Be the first to capture a neutral base to use the stored units.

Halfway through the battle you notice that all of your foot soldiers have been slaughtered. Now you know the only way to win this battle is to annihilate all of the enemy's units. Only your strategic planning and quick thinking can get you past this enemy battle front.

Return to the Scene of the Battle

If you do survive this battle, prepare for the next stage where you'll encounter different and stronger enemy units. You'll fight many campaigns before you win this war and claim victory over the Axis Empire.

Military Madness is a game that puts you in exciting and unpredictable strategic combat situations. Terrific stereo sound, realistic battle simulations, and awesome graphics are only a few of the reasons why Military Madness is an interesting addition to any TurboGrafx collection. If you should have to retreat from battle, don't forget the words of General MacArthur, "I shall return..."

Military Madness by Hudson Soft/NEC ($54.00).

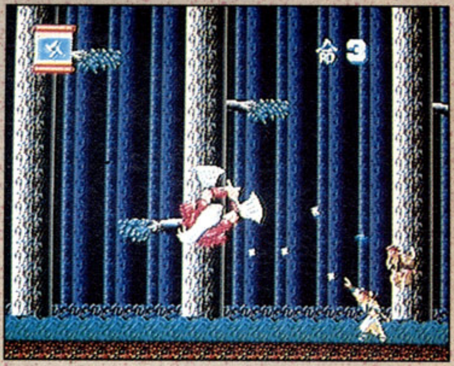
By Abby Normal

Little did you know when you bade your father goodnight that evening that those simple words would be the last he would ever hear you speak. That night a hideous wolf-like animal creeps into the camp and attacks your father. Unable to help, you're forced to watch helplessly as he dies a brutal, painful death. The creature disappears without a trace, but holding back your grief, you strike out into the darkness to search for your father's murderer.

You and Your Shadows

Ninja Spirit from IREM is a seven level, two player (non-simultaneous) tale of revenge. From the onset you wield an incredible variety of weapons including a sword, dynamite, shurikens, and a grappling hook. Each weapon has three levels of power, and you can easily change weapons anytime by simply punching Select.

In addition to the standard ninja gear, you also command "spirits." Spirits are shadow warriors that mirror your image and your moves. You get them by grabbing special power-up orbs. You can control up to two spirit shadows at once. More importantly, though, you can position them above, behind, or in front of you to serve as shields. They also use the same weapon you do.

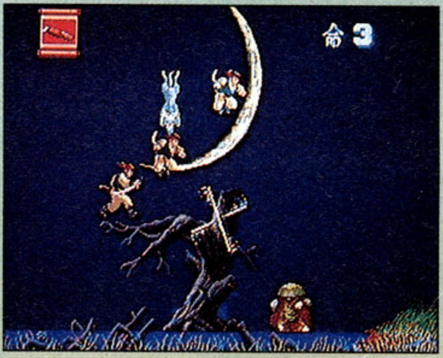


PROTIP: The sword is a great weapon to block falling ammunition with when you're under aerial attack (which happens often).

Flying Moon-doggies

The first leg of your journey (Stages 1, 2, and 3) takes you through the ruins of a temple, a dark forest, an expansive valley, and, finally, a spooky moonlit swamp, complete with ghostly foes! Dogs, evil ninjas, animated temple statues, and tree-spirits are just a few of the enemies who attack you from every direction, including from under the ground!

PROTIP: Use dynamite to defeat the tree-spirit (the Stage 2 boss). Begin by positioning your Spirits above you one atop the other in a vertical line. Bombard your foe immediately. When he vibrates he's about to dive towards you. Jump over him as he dives, pelting him as you fly overhead.



PROTIP: It's certain death if you give the twirling-staff soldiers the chance to hurl

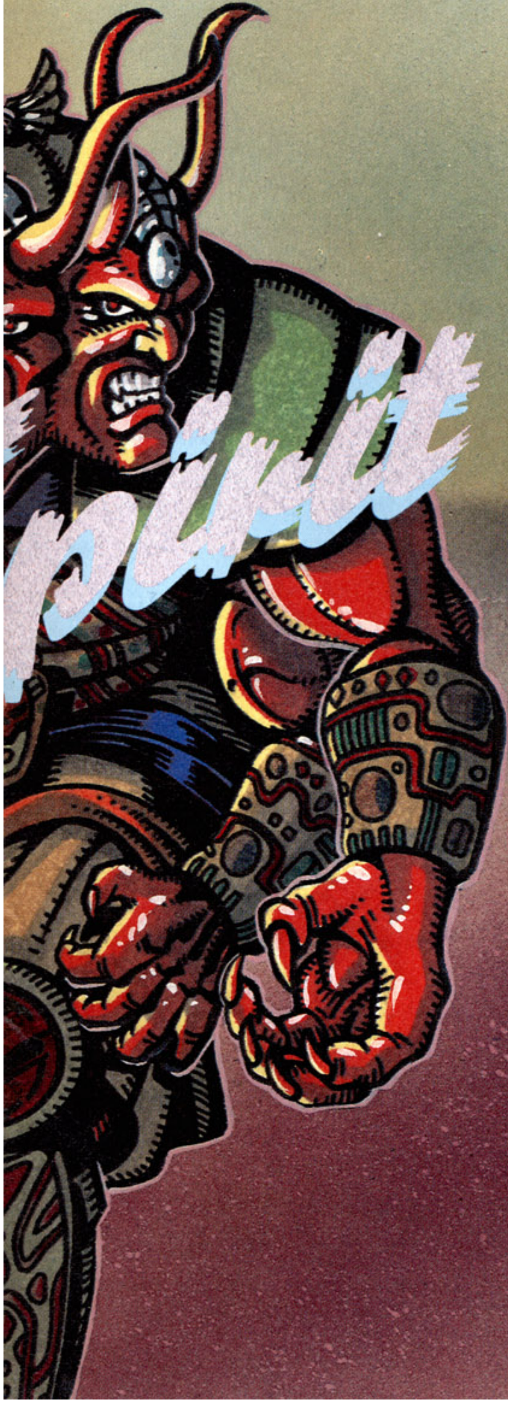
Ninja S
MAD '90

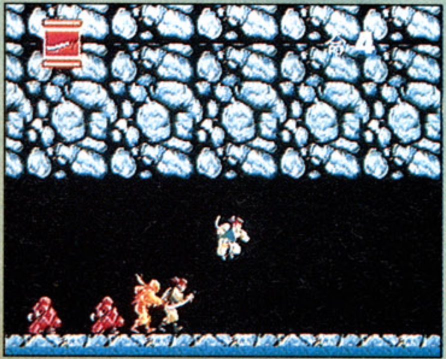
their staffs into the air. To prevent them from letting go of their staffs, charge them the moment the make an appearance. Don't back down!

PROTIP: Big boss number 3, "Hanzo the Fiend," walks softly and carries a big sword. Position yourself and your spirits in front of Hanzo, then pelt him with dynamite blasts. Take care to jump up and over him while his sword is at the lowest point of its swing. Don't fire at him as you're flying over his head. If you do, it slows your momentum and makes you drop low enough so that his sword grazes you.

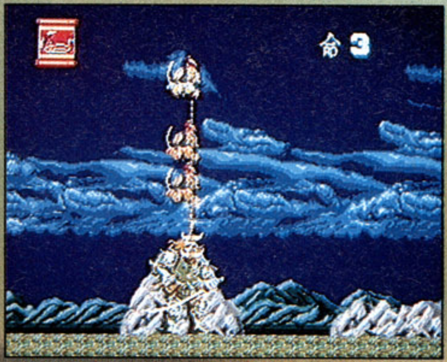
Beyond the Den of the Demons

The next leg of your journey takes you through yet another three levels of terrifying danger. First, you find yourself in a subterranean passageway where the ceiling threatens to crush you. Next, you climb the side of a sheer cliff while being pelted by the Evil Wind. Finally, it's up and over the top of the cliff and right into the heat of a raging thunderstorm, where ghost warriors rain down on you from the sky.

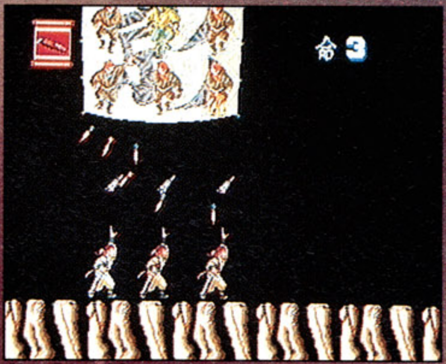




PROTIP: Begin running the moment you enter the drop-ceiling passageway and don't stop until you've reached the end.



PROTIP: At the end of Stage 5, the big boss appears beneath a large boulder on the left side of the screen. Position yourself and your spirit(s) on top of the rock, and stay there. Shower dynamite down on the monster's head. Strangely enough, he won't try to run away, and his sword won't be able to hurt you either.

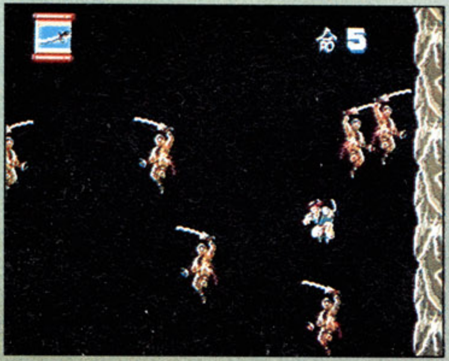


Kamikaze Kite-ninjas!

ILLUSTRATION: FRANCIS MAO

Clan of the Cave Ninjas

In the seventh and final part of the journey, appropriately dubbed the Bloody Battle, you'll find yourself inside the belly of an eerie stalactite-encrusted cave. It's here that your nemesis awaits you. Getting to him presents a serious problem, however, as you must jump off a cliff to reach his hideaway. And, that's the simple part! As you free-fall downwards, ninjas with swords charge upwards, right at you. You'll have a heck of a time figuring out their flight patterns, but it can be done.

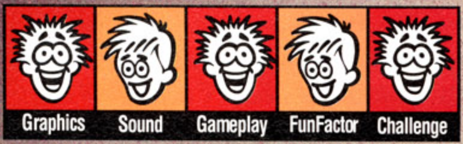


PROTIP: Try swinging the grappling hook in a downward motion as you're falling down the cavern.

Superior Spirit

Ninja Spirit is by far one of the finer TurboGrafx-16 games to hit the streets this year. As always, the graphics are incredibly detailed, colorful, and pleasing to the eye. The Spirits add a unique dimension to the game, but although they're easy to maneuver, it can get confusing when all three ninjas are jumping around at once. Some of the big bosses are a bit on the easy side, too. In the overall picture, however, the great gameplay easily overcomes these minor drawbacks. And, if you're really a hot-shot, try tackling the Turbo-Mode. In this mode you begin the game with just one life, as compared to the five you start off with in the Standard Mode. Lots of luck!

Ninja Spirit by IREM (Price not available – Available Fall '90).



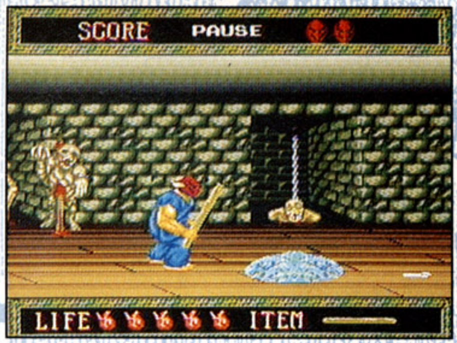
Splatter House

By Abby Normal

It was a cold, blustery day when Rick and Jennifer set out on their holiday. A few hours into the journey and miles away from civilization, the weather took a drastic turn for the worse. Suddenly the pair found themselves smack in the middle of the most treacherous thunderstorm since 1890, the same year that the mansion of the late, great parapsychologist, Dr. West, was built. Little did they know when they ducked into that old "haunted" house to seek refuge from the storm that their lives were about to become a living nightmare. It all began when Rick turned around and Jennifer was no longer there.

Rick and His Trusty Stick

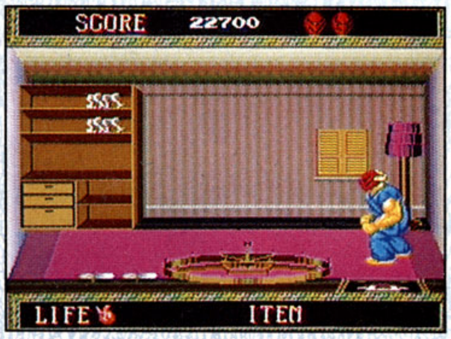
It's no "tunnel of love" as Rick finds himself traversing the seemingly endless territories of seven macabre horror scenes. Sensing impending doom, Rick uses whatever he can to defend himself – a stick, a rifle, a cleaver, or perhaps just his fists!



PROTIP: Keep a keen eye on the zombie prisoners chained to the walls and ceilings of the various tunnels. They spit up toxic saliva just as Rick passes by. To avoid this hazard don't pass by until they've done their thing, then simply jump over the noxious puddles.

Sea of Madness

Rick may not be wet behind the ears, but his feet are definitely a bit on the damp side in Scene Two. Tossed into an underground water system, Rick has no choice but to wade and whallop his way through water polluted with monsters and stinging spiked balls.



PROTIP: Once you've conquered the "highly spirited" furniture at the end of Scene Two, scoot your tail over to the far right corner of the room and park it for a few. If you make a move too soon, your lights get knocked out by a falling chandelier.

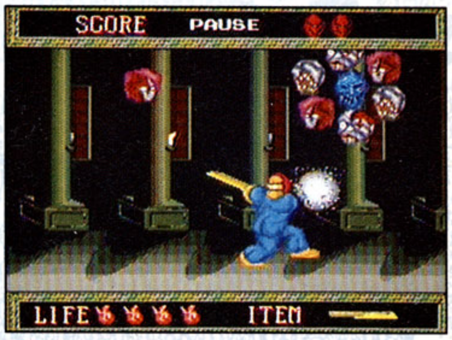
Young Dr. Kill-Dare

Scene Three takes Rick deep into a very dark, evil forest. Good news, though! It seems somebody or something has dropped a rifle, and now it's just lying there ready and waiting to be found. Of course Rick finds it just in the nick of time as rabid wolves and more mutant zombie creatures come bursting through the trees.

PROTIP: To keep the crazed wolves from attacking you in Scene Three, use zombie meat to distract them. Gross, but true. That's what your rifle is for, so just blast a zombie and move out of the way.

A Prayer for the Dying

Splatter House won't gyp you out of a visit to that all time horror classic, the "haunted house." It's all there in Scenes Four and Five, complete with a hall of mirrors and a very scary library.



PROTIP: Inside the church (Scene Five), smack the blue head that's in the center of the swarming cluster. Once it's destroyed, all the others die off as well.

From the Fryer into the Fire

Things literally get hot and sticky in Scenes Six and Seven. Not only does a wave of sticky embryo-monsters try to attach themselves to Rick, a small army of flame monsters also comes leaping out of the sky and tries to turn him into a crispy critter. The worst, of course, is saved for last. We don't wanna' ruin the ending for you, but let's just say that after you see this thing you'll never walk through another graveyard again!

PROTIP: Kill the embryo-monsters by bursting their bubbles before they hatch.

Talk about tension and suspense, wow! Splatter House has plenty to go around. Excellent graphics and challenging gameplay make this seven-level nightmare come true very entertaining and well worth a look.

Splatter House by NEC ($61.99).

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If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

If you choose **Option "2,"** the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

The Nintendo Tip of the Week

If you choose **Option "3,"** it's easy–all you do is listen!

$1.75 for the first minute,
90¢ for each minute thereafter.

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GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

For the Nintendo Entertainment System – The Simpsons!

Without your help the Bartman's spraypaint, slingshot and dart gun will be no match against the space age aliens that are taking over Springfield! So don't have a cow man – just take a hint from the Hotline to help this smart alec Simpson save the day!

For the Sega Genesis – Mickey Mouse: Castle of Illusion!

Mickey's best gal pal Minnie has been captured by the evil witch Mizrabel! To save her, Mickey must find the magic seven gems in the deadly Castle of Illusions! For hot tips to bounce miserable Mizrabel out of her lair, daring rodents should let their fingers do the walking.

For the NEC TurboGrafx-16 – Ninja Spirit!

Grappling with demons from the spirit world is never a piece of cake. So be sure and tap into the Hotline for tips and tactics on dealing with these ghostly foes!

For the Sega Master System – Golden Axe Warrior!

The Death Adder is back...with an axe to grind. Your quest to find this mad adder will take you across three continents, so check in with the Hotline for some tips and tactics chop talk!

For the Game Boy – Final Fantasy!

They say the adventurers who went before you found Paradise...but they never came back to tell their tales! Now you choose to scale the mysterious Tower. But like every prepared explorer, you call the Hotline first.

The Developer's Beat

6639	**Acclaim Entertainment** Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!
1388	**Activision** Call for information on how to get your $10 Savings Certificate–good towards purchase of our Nintendo games!
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5924	**CAPCOM USA** Tips & Tricks for our latest hit game, **Little Nemo the Dream Master**!
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1255	**Hi Tech Expressions** Tips, news, and reviews on great games like **Orb 3D**, **The Hunt for Red October**, **Muppet Adventure** and **Remote Control**!
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3111	**Jaleco** Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.
6852	**KOEI** Call now for tips on our newest hit, **Nobunaga's Ambition II!**
3345	**NEC** Call now to hear about all the killer games for the TurboGrafx-16 system!
2779	**SETA USA** Awesome tips on new and upcoming games! Free prizes for joining the **Q Billion** club!
7443	**TAITO Software** Stay tuned for high-level hints and winning strategies for **Puzznic**, **Dungeon Magic**, and **Chase HQ** for the Game Boy!
8421	**Taxan** Get the hot newsletter, **VIDEO-DICTION**, plus sneak previews into **G.I. Joe**,® and **Magician.**

By Michaelangelo

Yo, dudes and dudettes! Michelangelo here, typing away with all six fingers on my trusty ol' word processor. The radical folks at GamePro offered me a year's supply of pizza if I would review our latest adventure for the Game Boy. I'm not stoked about typing, but hey, I'll do anything for pizza!! (Cowabunga!!)

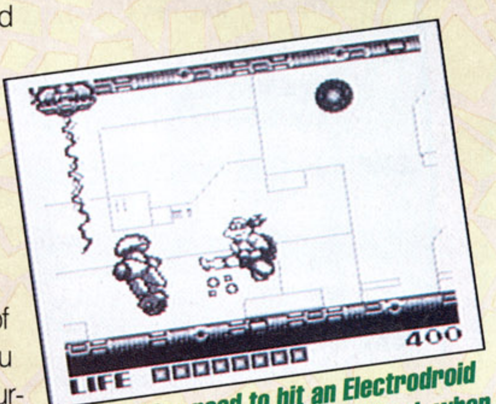
April Goes AWOL!

Konami's Teenage Mutant Ninja Turtles is an awesome game that lets you take each one of your four favorite turtles on an adventure to rescue our friend April who has been kidnapped by that gnarly Shredder dude. The game has five really rad stages with three levels per stage...so that's like 15 different levels in all. (And like I didn't even use a calculator to figure that out!) At the end of each stage is one of Shredder's main goons, who's really tough to squash. (Don't worry, they just look tough!)

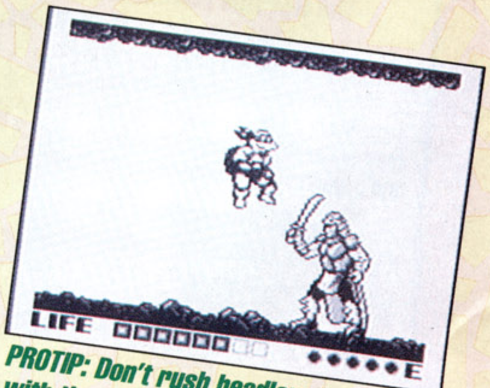
At the beginning of each game, you get to choose between us four turtles (pick me! pick me!) and our respective weapons: Leonardo with his swords, Donatello and his bo stick, Raphael with his sais, and yours truly with his nunchuks! In addition to your weapon, you also get an unlimited supply of ninja throwing stars! (Rad!)

You start with eight hit points, but lose a point each time you get zapped by one of Shredder's creepos or their weapons (Bummer!). Not to worry though, you can always recharge by eating pizza slices and whole pizzas pies that randomly pop up along the way! (Yum!)

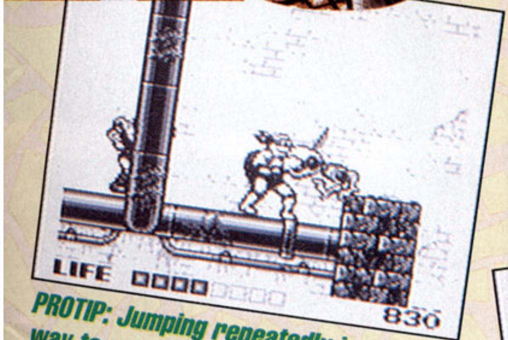
But, if you lose all your hit points, then that Turtle becomes a prisoner of Shredder and his Foot Clan. Then you have to choose from the remaining Turtles and continue from where you were caught. Now you have to rescue not only April, but all your captured fellow Turtles! (Double Bummer!)



PROTIP: You need to hit an Electrodroid twice in order to smash it. Attack when it jumps in mid-air, because it can't shoot its electrified cables at you.



PROTIP: Don't rush headlong into battle with the bosses. Study their patterns, because each boss requires a different attack strategy. For example, let Shredder come to you instead of you rushing into the path of his swords.

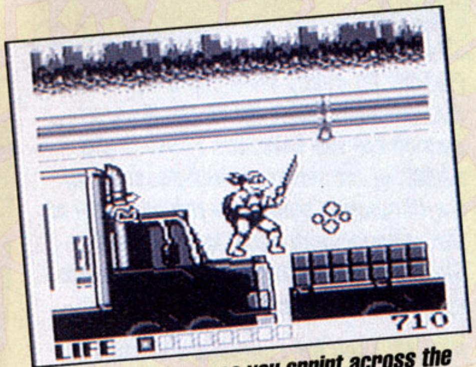


PROTIP: Jumping repeatedly is the only way to get rid of Mousers or piranhas that latch on to you.

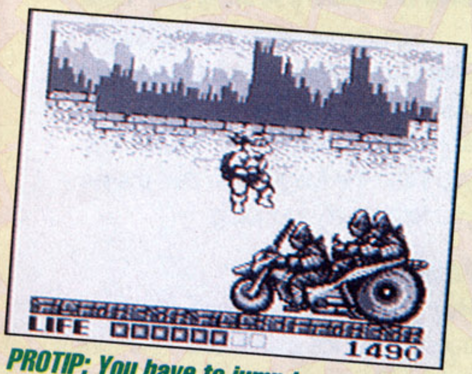
Searching High and Low

This game wings you through the streets of the big city, into the sewers below, out on the freeways, through a piranha-infested river, and all the way to the heart of the Technodrome itself!

The graphics and animation are the best I've ever seen on the Game Boy! You'll actually feel like you're sloshing through a river or jumping over the roofs of speeding cars on the freeway!



Keep your balance as you sprint across the roofs of speeding cars along the freeway.

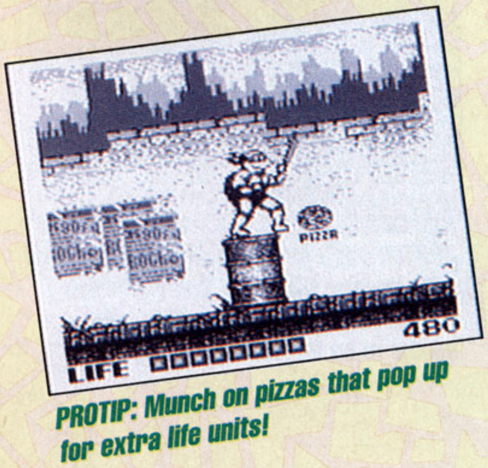


PROTIP: You have to jump towards the opposite direction that the motorcycle comes from.

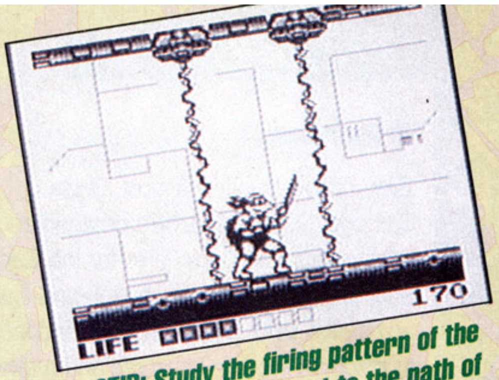
And I bet you'll lose your karma over the totally tubular tunes, including our awesome theme song!

Goons Galore

Fans of our arcade game will freak when they recognize the same ugly boffos on their Game Boy screen. They're all there: Foot Clan stooges, Mousers, Electrodroids, plus intense bosses like that Rhino and Bug-Eyed Dude!

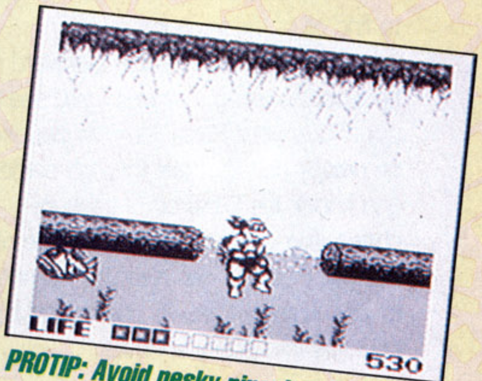


PROTIP: Munch on pizzas that pop up for extra life units!



PROTIP: Study the firing pattern of the lasers. Stand right next to the path of the laser and run across immediately after it has discharged.

You'll also have to watch out for new nasties like fireballs, attack bugs, and these monstrous boulders trying to turn you into instant pancakes. (But hey, they're no problem for expert martial experts like us!) They come at you pretty fast and there's a lot of them, but pay attention to their patterns and you can wipe them out without breaking a sweat!



PROTIP: Avoid pesky piranhas by staying on top of the logs as much as you can.

The Last Honest Pizza

Trust me on this one you guys, you're gonna love Teenage Mutant Ninja Turtles on the Game Boy! Even after you've finished the game, you'll want to play it again and again just for the fun of it. I'd like to rap some more with ya, but the pizza delivery dude is at the door, and I want to get to them before the other guys do! (Sometimes they're more like pigs than turtles you know!)

Teenage Mutant Ninja Turtles by Konami ($39.95).

By Andromeda

Everybody's favorite skinflint, Uncle Scrooge, is back and, he's on another treasure hunt. In Duck Tales for the Game Boy, Scrooge must search high and low across the land, and even in outer space to discover five lost treasures and make himself richer than ever. Yes, Scrooge is ready to risk life and webbed limb all for the thrill of adventure..oh, and of course, the love of money!

Look Who's Quacking

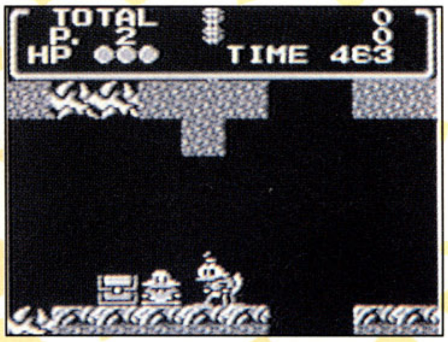
As Scrooge you begin your journey from, where else, the Duckburg Bank. The treasures are scattered in five different areas – the Amazon, Transylvania, the African Mines, the Himalayas, and the Moon. You and your quacky newphews, Huey, Duey, Louie, and beautiful Webby, can begin your search anywhere you like. Set the game difficulty to easy, normal, or difficult – it all depends on how wet you feel like getting your feet! You've got three lives and a limited amount of time to find all of the treasures.

Sure Scrooge is a little awkward as he waddles along, but wait'll you see him pogo! Use your Pogo Jump to pounce on creepy critters, blast through barriers, and knock the locks off of treasure chests (the last is Scrooge's favorite of course). Scrooge can also use his cane to whack open treasure chests and slam boulders into pesky enemies.

Fine Feathered Finds

All kinds of helpful goodies are hidden inside of the treasure chests. Tasty Ice Cream and Cake snacks restore your energy points, Scrooge Dolls give you 1-Ups, special Life Boosts give you extra energy, and Diamonds, large and small, are cash in the beak, er, bank!

PROTIP: Search for the illusionary wall in Transylvania, go through it, and enter the hidden room; you'll find a chest that holds a Life Boost. In the Himalayas search for Bubba Duck by going to the far left of the icicle level, and then climbing up the rope. Defrost Bubba and he'll reward you with a Life Boost.



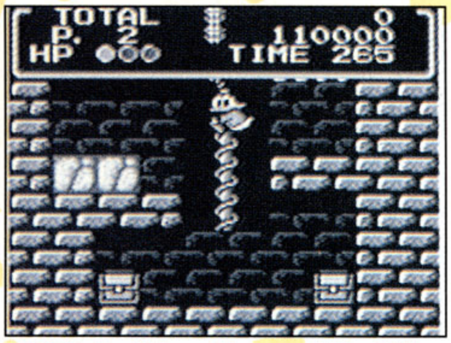
PROTIP: On every level you'll find a hidden Scrooge Doll 1-Up. In the Amazon search for the treasure chest in the middle of the underground passage. In the Himalayas search to the far right of the underground icicle level. On the Moon you'll find the Scrooge Doll in the upper right corner of the UFO.

PROTIP: Look for Launchpad in each level. He's your flying duck buddy, and he's always ready to lend a wing to fly you back to Duckburg to stash your cash.

Sometimes treasures are hidden in areas where there are no treasure chests. Just Pogo Jump like heck and you'll find all kinds of treats. This is usually how you'll find the Magic Coin that makes you temporarily invincible.

Fowl Adventures

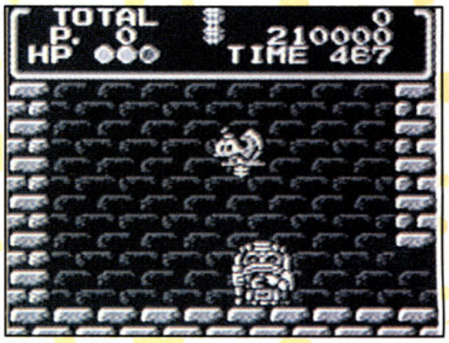
Hey, you say, Pogo around, search for treasure, eat ice cream and cake – it's a swim in the pond. Oops! Guess we forgot to mention the strange and unpleasant obstacles you'll encounter in each of the mysterious lands you visit. In the Amazon you've got to climb vines, avoid spiked logs, leap across collapsing bridges, and fight the giant Statue Guardian for the treasure, the Sceptre of the Incan King.



PROTIP: Don't forget to search for hidden attic rooms. You'll find these in areas where you Pogo Jump against what seems to be the ceiling, but discover that you can bounce to the left or right into a secret tunnel. In the Amazon there's a secret treasure attic at both ends of the underground tunnel. There's another secret room high in the sky, just to the left of Launchpad.

PROTIP: To avoid paying money to fight the Guardian go straight up from the secret room and follow the tunnels until you come to the Guardian.

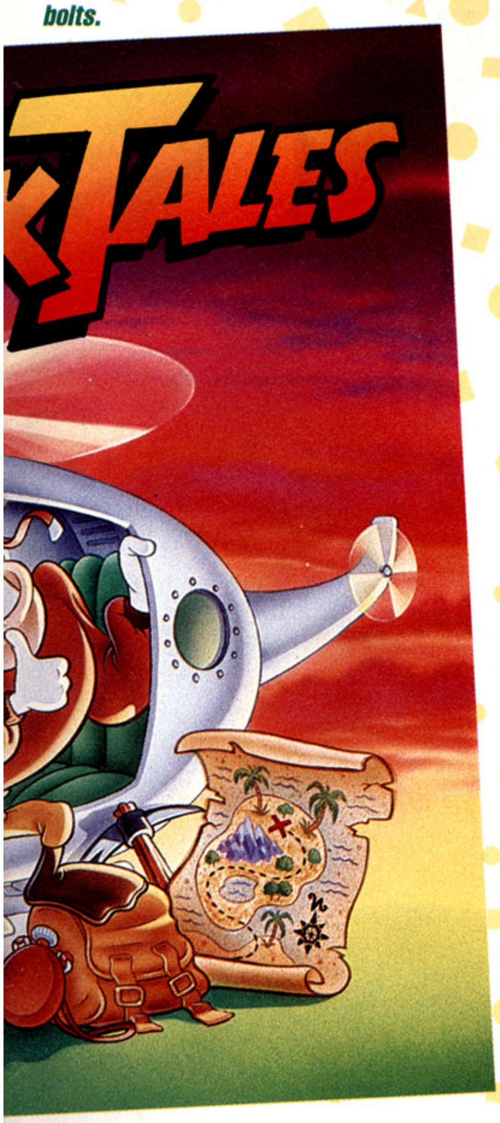
Disney's
Duc

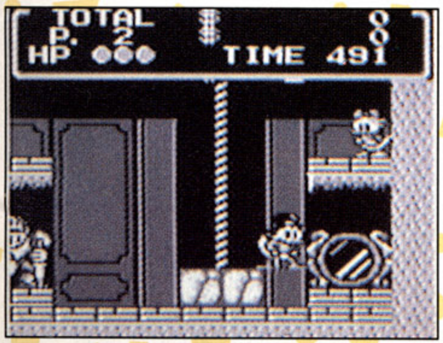


PROTIP: Beat the Guardian by waiting until he slams down, and then Pogo Jump on his head!

Deep in the depths of the Transylvanian Castle you'll encounter Duck Mummies, Duck Skeletons, and other fine feathered enemies, including a Vampire Duck who's out to make you into duck soup. Beat him and you'll earn the Coin of the Lost Realm.

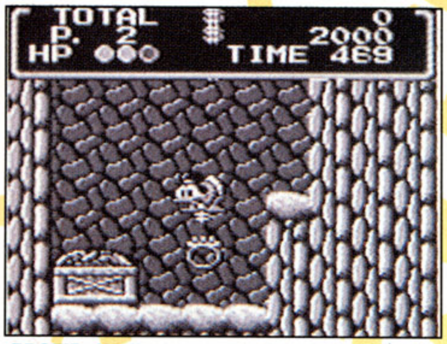
PROTIP: Pogo on the Vampire Duck's head right after you dodge her lightning bolts.



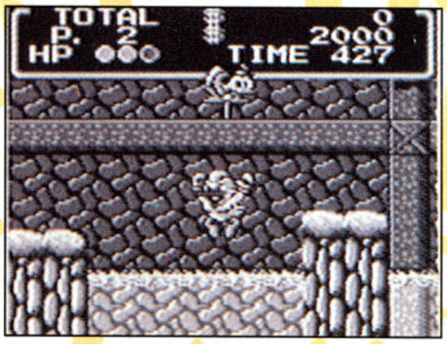


PROTIP: Use the mirrors to move to different areas of the Castle. After you enter the Castle, go to the right. The first mirror you come leads you to the treasure chest that holds the Skeleton Key you'll need to enter the African Mines.

Hope you don't get claustrophobic because you'll have to search deep down in the African Mines in order to find the Giant Diamond of the Inner-Earth.

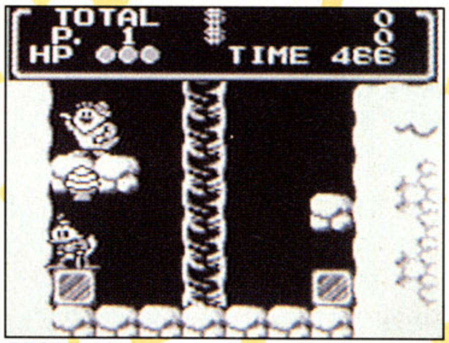


PROTIP: Walk through an illusionary wall in the mine and you'll find a secret Ring treasure worth lots of money.



PROTIP: To cross the underground swamp Pogo off of the heads of the swamp creatures.

Get ready to freeze your tailfeathers in the Himalayas, and remember, you can't Pogo in the snow. In this subzero environment you'll find that your webbed feet slide on the ice, icicles fall on your head, and you've got to battle an Abominable Snow Monster for the Crown of Genghis Kahn.



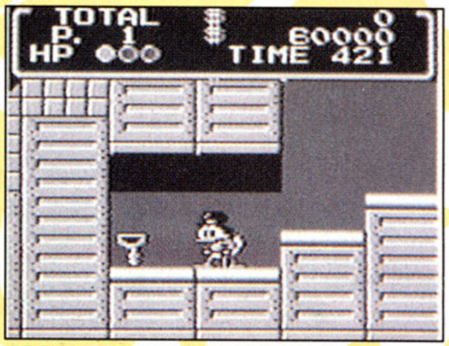
PROTIP: What a great place for ice cream! Go down the middle rope, and move up and to the left into a secret attic room. Mrs. Beakly will serve you some frozen treats.

PROTIP: Launchpad is at the bottom right of the lowest tunnel.

PROTIP: Grab the Magic Coin by Pogoing near the icicles. Now run, don't walk, straight through the icicles with no problem.

PROTIP: Put the abominable Guardian on ice by Pogoing on his head after you dodge the snowballs he tosses.

It seems the Moon is now populated by strange aliens, including some pretty crafty Space Ducks. Search their giant UFO for a few items you'll need to beat the Guardian of the fifth treasure, the Green Cheese of Longevity.



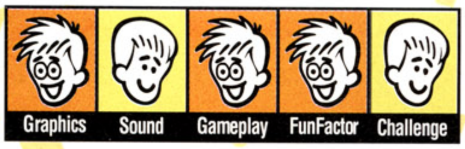
PROTIP: You've got to find the Remote Controller so you can summon Gizmo Duck. It's inside the locked room in the UFO, just to the right of Webby. The key to the locked room is in the upper left part of the UFO, in a treasure chest in a hidden attic room.

PROTIP: You can't get out the way you came in! Once you're in the UFO you'll have to seek an alternate route out!

Everything's Ducky

If you loved Duck Tales you'll love Duck Tales for the Game Boy. The gameplay is essentially the same, the graphics are excellent, and there's enough variation on the original game to keep you interested in the new version. The difficulty setting also enables you to make the game as hard as you like. Don't fly south for the winter – there's plenty to take care of right here in Duckburg.

Disney's Duck Tales by Capcom ($29.95 – Available Fall 1990).



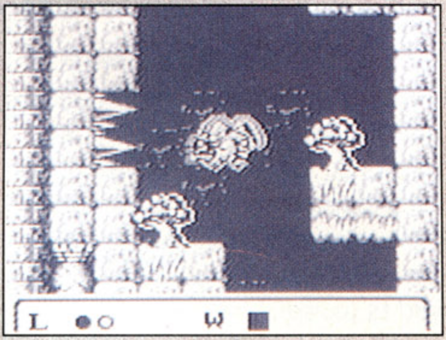
by Charlie T. Aslan

Every once in a while, a game comes along that is so original and enjoyable it becomes an instant hit and remains a top-seller for years to come. Gargoyle's Quest, Capcom's latest title for the Game Boy, falls into this category. It is, by far, one of the most exciting releases yet created for the Game Boy – the type of game that is so good, people might buy Game Boy units just to play it.

Earn Your Wings

Gargoyle's Quest is part of the Ghosts and Goblins series that has been such a mainstay in video game entertainment – arcade, NES, and Sega Genesis. The outstanding difference in this cart is the character you control. Rather than your typical armor-clad hero, you play a thick-skinned gargoyle, complete with leathery wings and 12-inch claws.

You are Firebrand, the Guardian Gargoyle of the Ghoul Realm. Your mission is to search the Realm, discover the heir to the magic flame, and bring peace back to the Ghoul Realm. Peace is possible if you can defeat the evil King Breager and his invading Destroyer race.



Fly or jump in ANY direction.

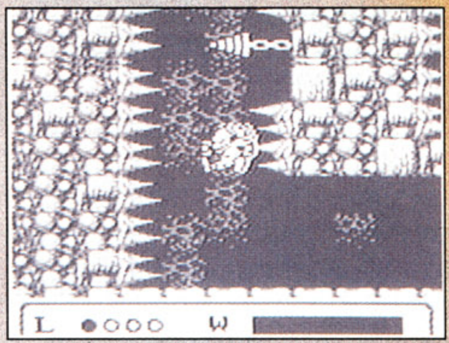
Gargoyle's Quest is unique because it features 360-degree scrolling – You can move in any direction, not just horizontal or vertical, and you control your flight, when to hover and when to land. In earlier stages of the game, Firebrand can't stay aloft for very long, so you have to maneuver by jumping, walking, and taking short flights.

PROTIP: During random combat situations, it doesn't matter if you take damage during the fight. Once you win you're back at full strength.

A Real Wing-Ding

Your abilities are governed by three factors – jumping power, wing power, and life force. Life force starts at 2 and can climb as high as 5. If Firebrand's life meter drops to zero, you lose one life. Jumping power is exactly what it implies – how high you can jump outward or upwards. Wing power determines how long you can stay aloft when in flight.

PROTIP: After acquiring the Wings of the Falcon, you'll be able to cross the wide ravine between you and Rushifell's castle by running and jumping off the cliff, hovering and moving towards the right. As your wings run out of power and you begin to descend, hit the A button to flap them. You should end up clinging to the bottom of the wall on the right cliff.



PROTIP: When you're enroute to the keeper of the Eternal Candle, you'll encounter a double vertical wall of moving spears. If you jump down the shaft, you'll only be hit by the first spear and pass through all the others.

You can cling to any rock surface (wall or floor) with your claws. By using a combination of jumping and flying, you can safely maneuver around fiendish creatures such as Bellzemoses (giant bats), Bone Snappers (piranha-like fish), ghosts, and demon toads.

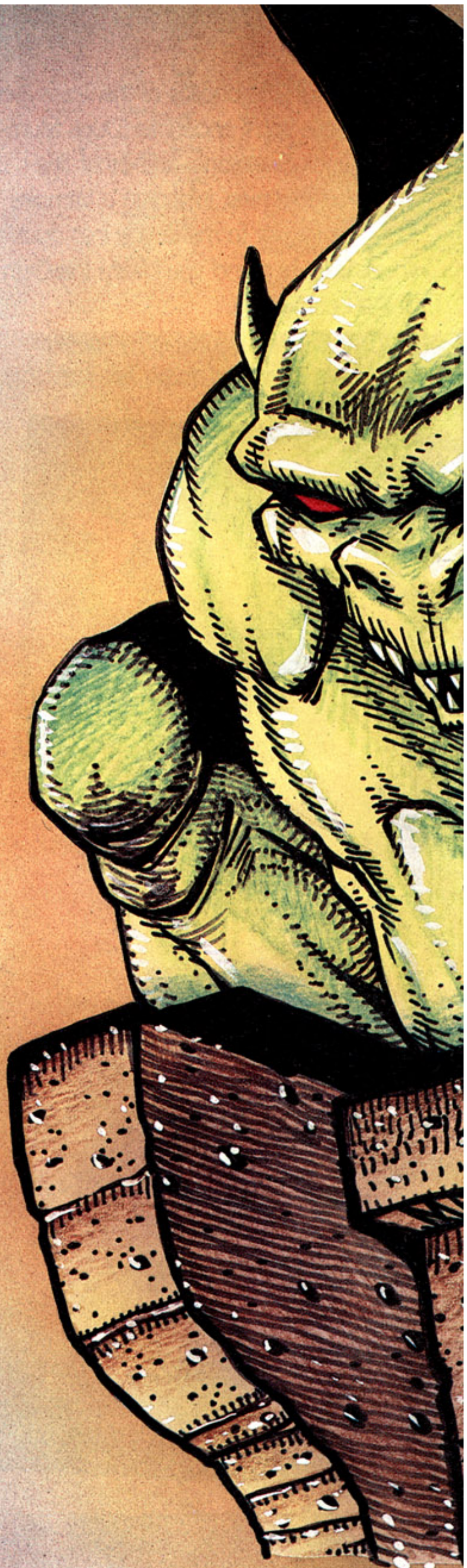
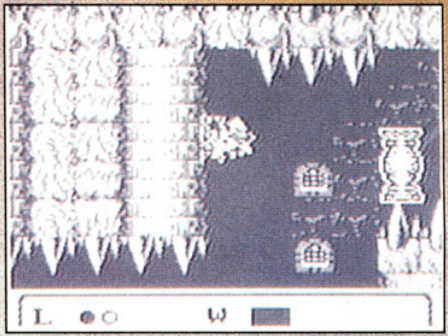


ILLUSTRATION: FRANCIS MAO



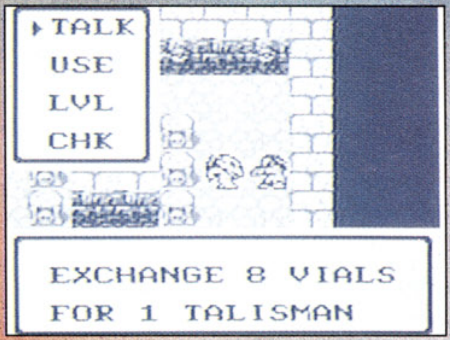
Keep a tight grip on that wall – thanks to 12-inch claws.

GARGOYLE'S
QUEST

Flying High, Wind At Your Scales

There's more to Gargoyle's Quest than moving and shooting. This is a quest, so you'll travel over land, fire, and water in search of the various magical items that increase your power and help you progress. As you advance in skill level, your flying ability, strength and jumping power all improve. This is important because without increased abilities, you don't stand a chance against the challenges of the later levels.

You'll also encounter towns and villages where you can get bonus lives, pick up a new password, and get information from the locals. These towns serve as resting places – safe haven from the minions of King Breager.



EXCHANGE 8 VIALS
FOR 1 TALISMAN

PROTIP: In the villages, you can trade in vials you have found for Talismans of the Hurricane – each of which give you a bonus life. The talisman sellers will always tell you "...any more would be greedy," and try to sell you just one talisman. IGNORE THEM. You can have up to nine talismans in your possession at one time – nine extra lives! There's no penalty for being greedy in this game.

You'll also get better weapons as you advance. For example, your firebreath can destroy rocks that are in your path and create footholds on dangerous jagged terrain so you can climb injury-free.

PROTIP: In the final battle, King Breager offers you a chance to join him rather than fight. It would be wise to turn down Breager's offer. If you say "yes," all your power is drained and you'll still have to battle Breager.

Claw Your Way To The Top!

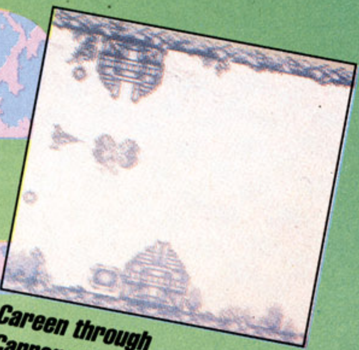
Great games have plenty of diversity to keep even the most experienced players interested and Gargoyle's Quest is no exception. You'll be amazed by the differences as you travel to castles, fire-ravaged cities, cliffs and caverns – all presented in fantastic graphic detail.

Gargoyle's Quest's detailed graphics and great music will amaze you and the excellent gameplay will keep you glued to your Game Boy. You just might find yourself addicted to this cart! Remember, when you start flapping around your house and clinging to the furniture, you'll know it's time to put the game down!

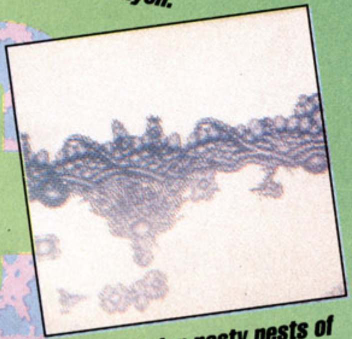
Gargoyle's Quest by Capcom ($29.95).

NEMESIS

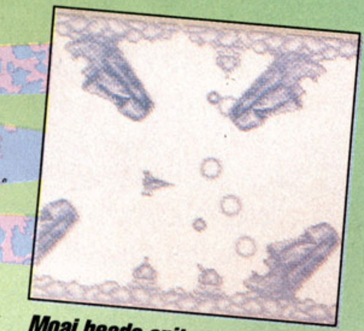
King Nemesis is back! Someone let him out of the solar slammer on a technicality and he's out for revenge–and you know who he's after. As chief of the Interplanetary Police, you're the one responsible for putting the King behind bars in the first place. Now he's ready to put you out of commission for good!



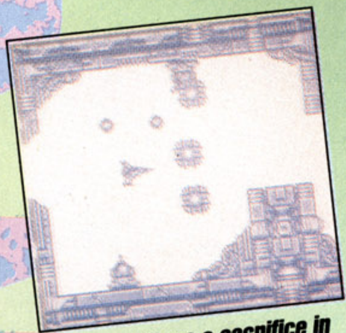
Careen through Carnage Canyon.



Watch out for nasty nests of alien bad guys.



Moai heads spit stones at you.



Don't end up as a sacrifice in the big bosses' Sarcophagus hideout.

Based on Konami's NES monster hit Gradius, this Game Boy Pak sends you into the stratosphere after the nefarious Nemesis one more time. So get ready to climb into your Proteus 911, one of the most sophisticated flying machines ever developed. This state-of-the-art spacecraft can power-up with special weapons including speed burners, lasers, missiles, shields, and deadly dual devices of destruction.

PROTIP: In Nemesis, you can earn more than just the regular power-up capsules that appear when you destroy enemies. Occasionally, special power-ups will also appear that destroy all of the enemies on the screen when you grab them. When you see one of these, dodge and let the screen fill with enemies; wait until the last possible moment to grab the capsule.

A Galactic Tour de Force

Sounds easy, right? Wrong! To even reach Nemesis you'll have to battle through five stages of grueling space combat. Nemesis is holed up in his hideout and he's sent his henchmen after you–and put a billion dollar bounty on your head to boot. This means you're facing a crew of grimly determined alien bad guys in some of the toughest alien territories space has to offer. Battle past the peaks and valleys of Carnage Canyon. Blow up the Pyramids of Pyromania. Dodge the stone heads in the Lair of the Planetary Pirates. Head into the spooky Den of Doom and Gloom. And, finally, face off with Nemesis himself in the Sacrificial Sarcophagus of Saturn.

PROTIP: Use your state-of-the-art Game Boy flying machine to select Levels, Difficulty, Number of starfighters per game, and Autoshot on or off. This provides an endless variety of challenging gameplay.

The Bad Guys

King Nemesis' evil crew is made up of a cast of characters familiar to Gradius and Life Force fans everywhere. You'll recognize the pesky asteroids, the speeding Reflector, Kull, and Winger ships, and especially the pellet-spitting stone heads called the Moai. The big alien bosses are also disconcertingly familiar! Watch out for the laser-spitting Intergalactic Super Force and the eerie, grabbing Venus Destructo.

PROTIP: You'll find that most of your favorite strategies from Gradius work in Nemesis. The weapons are the same, although it takes a little practice to learn to aim correctly with the two color screen since the weapon fire is more difficult to see.

Go For the Gusto

Nemesis also features special bonus stages hidden in the different levels of the game. If you get into a bonus stage and succeed in grabbing all of the bonus capsules, you'll send your score into the stratosphere. If you get lucky, you might also grab a special 1-Up capsule in the bonus stage.

It's just what every Game Boy fan has been waiting for. Classic NES titles are making their way to the shelves for the Game Boy with some new original twists on the old adventures. Shoot-em-up comes to Game Boy in a big way. And don't forget, Nemesis wants you!

Nemesis by Ultra ($24.95).

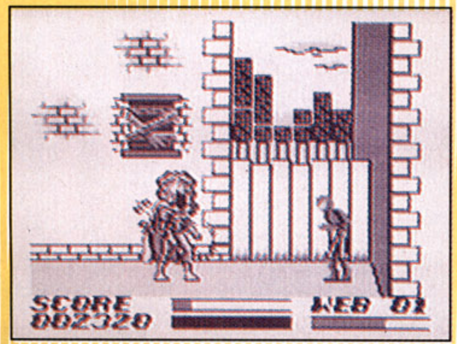
the AMAZING SPIDER-MAN

By Gideon

Great news, Spiderman fans! Now you, too, can swing across the rooftops of New York City and go up against classic Spiderman villains such as Mysterio and Dr. Octopus. Better yet, you can take your adventures anywhere you go with LJN's Spiderman for the Game Boy!

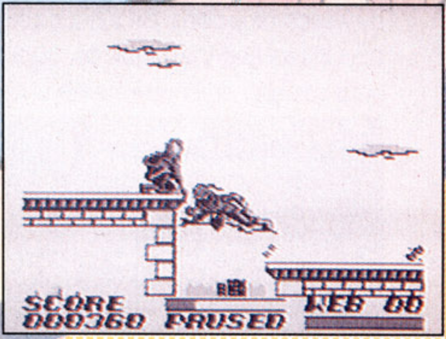
Rescue Mary Jane!

Someone has kidnapped Mary Jane Watson Parker, wife of Peter Parker, who just happens to be your friendly neighborhood Spiderman. As everyone's favorite Web-slinger, you must battle your way through six treacherous levels of goons and obstacles to rescue Mary Jane. You'll fight across city alleyways, parks, and sewers. You even scale a pair of skyscrapers! If you're sharp enough to make it to the end of each level, you still have to face some of Spidey's greatest foes including the Hobgoblin, the Scorpion, Rhino, and Venom! Each villain has different powers and attack strategies, it's up to you to figure out the best way to defeat them with the least amount of harm to yourself.



PROTIP: In Level 1 you face Mysterio. Move counter-clockwise and jump over his clouds of smoke. Hit him as soon as he materializes and jump away. Repeat this move until you beat him!

Spectacular Spider Powers!

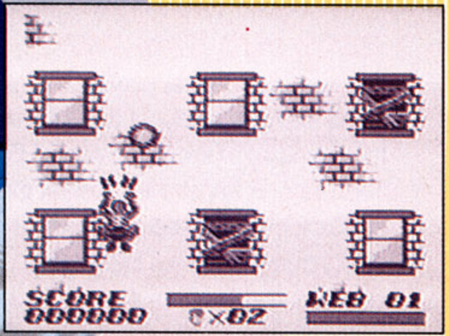


PROTIP: The Green Goblin awaits you at the end of Level 2. Position yourself at the tip of the top roof ledge and kick. The Green Goblin will fly into your kick each time.

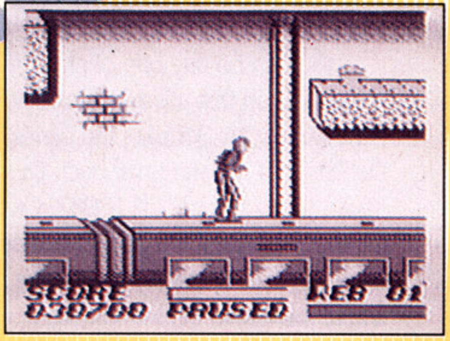
As Spiderman, you punch, kick, jump, and swing your way through the game. Of course, you'll have Spidey's famous Spider Sense and web shooters at your command. Shoot webbing to snare your enemies or to swing over their heads. You only have a limited supply of web fluid, but you can replenish your web supply by knocking down your enemies and picking up the web cartridges that they drop.

Spider Specifics

Spidey gets three lives at the start of each game. Keep an eye on your energy meter; you lose energy every time you're hit or shot. Lose all your energy and you lose a life. To replenish your energy supply, grab all the food items that appear. If you fail, don't worry. You can continue up to four times, and you get to start at the exact point where you died off.



PROTIP: When you crawl up a building in Level 2, crawl between the windows in order to avoid goons that try to hit you with baseball bats. Move to the side as soon as your Spider Sense starts flashing—that means something's being thrown at you from directly overhead.



PROTIP: When Spidey's on the subway on Level 3, leap for the food on the ledges. Jump back immediately onto the subway or you'll be pushed off the screen!

Spiderman should be loads of fun for any Game Boy fan. The gameplay is top-notch, and the funky Spiderman theme is a groove. From the awesome start-up screen to the radical final blow-out with Venom, Spiderman is excellent video fun!

Spiderman by LJN ($29.95).

XENOPHOBE

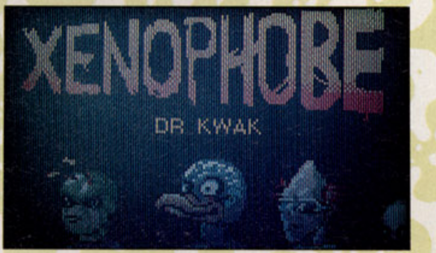
By Gideon

The Merriam Webster Dictionary defines "xenophobe" as: One unduly fearful of what is foreign, and especially of people of foreign origin. However, considering Atari's latest Lynx hit, Xenophobe, a more accurate definition would be: A consuming terror of swarms of hideous alien monsters bent upon devouring your flesh aboard a deserted space station!

Human Hors D'oeuvres

The setting is several hundreds of years in the future, on a planet that's home to the remnants of the population of Earth. This planet is under the constant threat of attack by the dreaded Xenos - a race of nightmare creatures intent upon consuming the entire human race! To defend against further Xenos attacks, a system of nine space stations guards the planet. Now, all contact with the space stations has been ominously cut off! The last garbled transmission warned that they had all been overrun by the Xenos! It's your task, along with up to three other friends via the Comlynx cable, to venture to the stations and eradicate the Xenos once and for all.

You can be any one of nine different characters on this mission, including the old veteran Col. Schickn, the curvaceous Dr. Pink, the half man-half duck Dr. Kwak, and the robot U2 R B52. Once a character meets his end, you can continue as another character until all the characters have died off. In multiplayer games, each player has fewer lives since all Comlynxed players must share the same pool of nine characters.

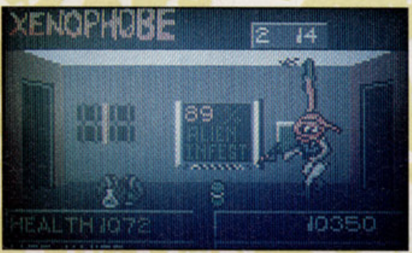


Choose among 9 different heroes.

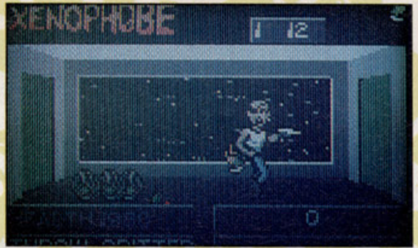
In Space, No One Can Hear You Scream!

To begin the game, you beam aboard a deserted space station, and the only way to get off is to seek out and destroy ALL the Xenos aboard. Each station is bursting at the seams with all kinds of alien nasties, from the Pods that they hatch from to the large, leaping Snotterpillar that spits slimy phlegm at you!!

Computer screens located in various sections of the station helpfully display the percentage of Xenos that remain as you continue your hunt. Each character begins with 2000 health units which decreases each time you're attacked or hit by Xenos projectiles. Be extra careful of the Critters and the Tentacles, who latch onto you and drain your health units.



PROTIP: Avoid overhead tentacles by crawling and floor tentacles by jumping over them.



PROTIP: An alarm sounds whenever a Critter latches onto you. Throw it off by quickly jumping around.

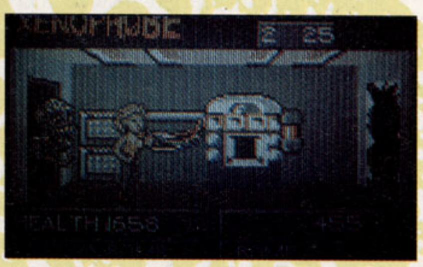
Levels of Terror

Every space station features a different number of levels, but there are always

eight rooms per level. In multi-level stations, you must use an elevator to move between levels, which offers a brief escape from the carnage. On certain stations, you can venture outside into the alien landscape.

XENOPHOBE

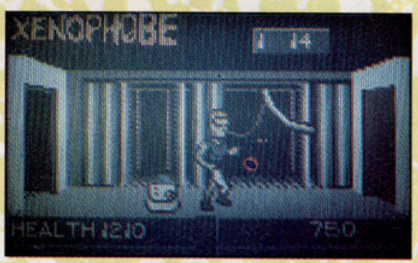
Regardless of where you are, Xenos lurk behind every corner. Be especially wary of Festor, the largest Xenos creature, who pops up when you least expect it and paralyzes you with his telekinetic gaze. He also launches Xenos pods that can bowl you over and hatch new Xenoses.



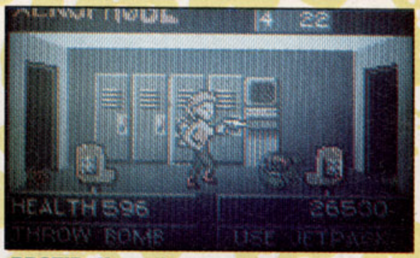
PROTIP: Break out of Festor's control by hitting the jump button.

Armed to the Max

Fortunately, you have an arsenal of five weapons at your disposal. You begin with a phaser, but you'll discover more powerful weapons such as the Lightening Rifle and the Poofer Gun as you explore each level. Keep track of the maintenance droids; they often carry extra weapons. You'll also come across grenades that can destroy large groups of Xenos at a time.



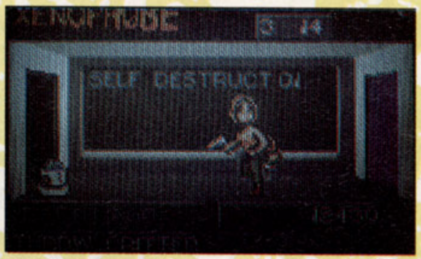
The robots are your only chance if you ever lose your weapon.



PROTIP: Use all your grenades when your health units dip near zero, since you can't carry grenades over to your next character.

Mission: Impossible

You can use three methods to finish a mission. Method One is to stay alive as long as possible until the Xenos completely overrun the station. You'll automatically transport back to your ship just before the station explodes; however, you won't receive any bonus points for your efforts. Method Two is to completely eradicate all the Xenos in the station. You return to your ship a triumphant hero and reap bonus points galore. Method Three is to locate the Self Destruct mechanism aboard certain stations and destroy them. You are automatically transported back to the ship before detonation, and you receive bonus points for each Xenos destroyed before the station blew up.

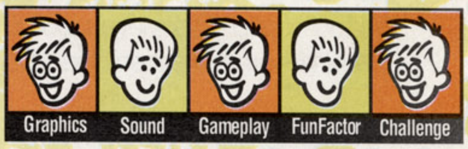


PROTIP: Save lives and health units by making some of the stations self-destruct.

Stellar Scarefest

Xenophobe is a faithful adaptation of the arcade megahit. The graphics take full advantage of the Lynx's color capabilities, and the action is fast and furious. The game itself isn't extremely difficult, but the fun of blasting zillions of slimey, goopy aliens makes it an addictingly good time for all!

***Xenophobe* by Atari ($34.95 – Available Fall 90).**



PROVIEW

LYNX

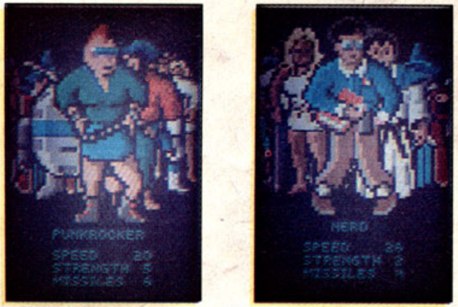
GAUNTLET
The Third Encounter

By Gideon

The mazes are back!! Forty treacherous new levels await you and up to three other friends in Gauntlet–The Third Encounter for the Atari Lynx. You've only got your weapon and a lot of guts standing between you and a horde of ghastly nasties, including: spiders, ghosts, giant frogs, walking cacti, scorpions, and even land sharks!

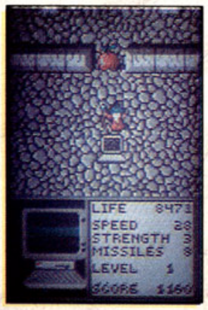
In this game, you're on a quest to find the magical Star Gem that fell from the skies and landed somewhere in the depths of an eerie castle on a nearby mountain. You and your allies must venture through endless winding passages in order to find the hidden doorway to the next level. If you're brave enough and smart enough, you just might fight your way to the last level where the Star Gem is hidden.

Unlike the previous Gauntlet, this game offers a wide variety of new characters for you to choose from. You have your choice of: an Android, an Amazon, a Gunfighter, a Wizard, a Pirate, a Punkrocker, a Samurai, or even a Nerd! Each character differs in his Speed, Strength, Weapons, and Missile levels. Some characters are faster than others but are not as durable when taking hits from monsters. You'll have to put each character through his paces in order to find out which one is perfect for you.

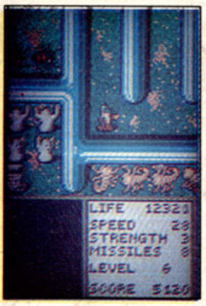


New characters await you in Gauntlet–The Third Encounter.

There are a lot of useful items scattered about the mazes that really help you in your travels. Most importantly are apples that increase your life ratings and keys that open the many doors that block your way. There are a variety of ancient scrolls that can revive you when you die, make you invisible from your enemies, increase your life ratings, and repel all enemies from you for a couple of moments, among other things. Located on each level is a computer terminal that displays vital messages or allows you to purchase valuable items for your inventory.



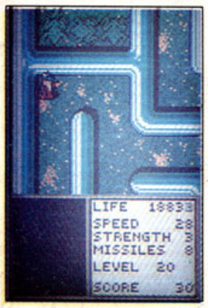
The computer sometimes offers valuable tips and information.



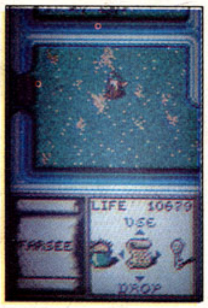
PROTIP: When you fight off enemies, it's best to position yourself in a corner so they can't come up from behind you.

PROTIP: Use your food items as soon as you get them in order to keep space open in your inventory.

Gauntlet–The Third Encounter is radically different from other Lynx games because it features a 90 degree game view to take advantage of the full length of the screen. To play, you have to flip the Lynx on end and hold it upright. The main screen gives you an overhead perspective of the action, and a smaller window at the bottom of the screen provides a first-person perspective that enables you to see things that lie directly ahead of you just off the edges of the overhead screen. At first, it's a little awkward to operate the unit at an upright angle, but it's easy to get used to and soon you'll be blasting away!



PROTIP: Watch out for giant frogs that can jump over walls and other obstacles to get at you!



PROTIP: Drop an object from your inventory to block off passageways. This will help keep nasties away from you as explore each chamber.

PROTIP: Drop gold coin bags first if you ever need space in your inventory. There are more gold coin bags than anything else in the mazes.

PROTIP: Shoot at all the walls and obstacles, some just might blow away to give you easy shortcuts through the maze.

Gauntlet–The Third Encounter is more than a sharp sequel to the original Gauntlet. The choice of extra characters, complex mazes, new nasty villains, and the ability to play it anywhere you go, puts it in a class by itself!

Gauntlet–The Third Encounter by Atari ($39.95).

TODD'S ADVENTURES IN SLIME WORLD

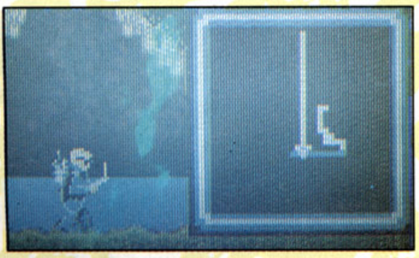
By Gideon

Need a break from your squeaky-clean daily routine? Looking for a little excitement and adventure along with trillions of gallons of disgusting, sickening, gut-wrenching SLIME?!? Well, you're in muck, errr, luck! You'll get all that and more in Todd's Adventures in Slime World for the Atari Lynx. You and up to seven other Comlynxed friends are in store for the grossest escapade of your lives!

Six Sickening Sojourns

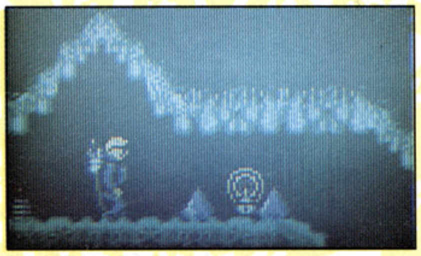
You are Todd, famous intergalactic explorer, and you've located a mysterious derelict starship. Onboard you find a captain's log which describes a planet called "Slime World" that's filled with a vast treasure of priceless Slime Gems.

You throw your ship into a hyperspeed U-turn and rocket straight for Slime World! However, gathering Slime Gems won't be easy because they're scattered within the deepest levels of the planet. And you must venture into the bowels of Slime World on foot! During your quest, you'll trudge, climb, jump, and crawl through hundreds of slime-dripping underground chambers and fight off hordes of repulsive, gooey monsters!



The computer map helps you get out of Slime World!

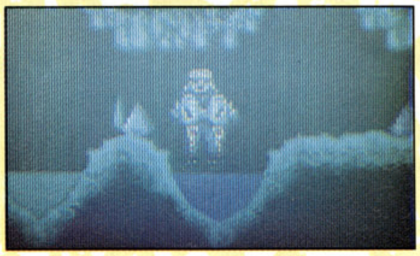
You have your choice of six different adventures! Unfortunately, each time you plunge into the depths of Slime World, you only have a few vague clues to guide you. Fortunately, you have a hefty arsenal of weapons at your disposal. In addition to your laser pistol, you can find Mega Bombs, Slime Shields, Slime Cleansers, and portable Jet Packs along the way. Your most valuable item is the Computer Map which provides a super-detailed diagram of the winding maze of passages around you.



PROTIP: Setting off Mega Bombs requires extreme caution. Make sure that you can quickly duck into an adjacent chamber as soon as you set one off, or you'll end up charbroiled like everything else!

Slip Sliding Away

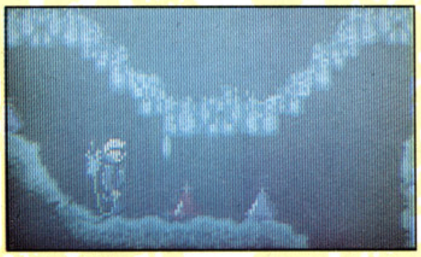
You'll be amazed at the multitude of caverns, creatures, and catastrophes awaiting you at every turn. Watch your step.



The Jet Pack helps you keep your Air Jordan's clean.

Carnivorous monsters that lay submerged beneath the slime can swallow you whole! You may also encounter slippery fields of ice, underground rivers of slime, and pulsating orbs that frequently erupt in a shower of green goop!

Try to avoid getting too much slime on yourself. It's deadly stuff that can kill you if you don't use a Slime Shield, find a Super Slime Gem, or rinse off in a pool of clear water.



PROTIP: Since you can only carry one Slime Shield at a time, it's best to activate a shield each time you find a new one. It never hurts to have extra protection!

Social Sliming

With the Comlynx you can get down and dirty with your friends. Slosh through the sludge together or muck around individually. Also, in some adventures you cooperate with each other, in others you get into some serious slimeslinging!

Oozin' to the Max!

Adventure gaming fans will flip for Todd's Adventures in Slime World and quickly find themselves knee-deep in slimey suspense and muck-raking action. This cart is a fine showcase for the full range of the Lynx's video and graphic capabilities. Sharp graphics and an engaging storyline guarantee a fun-filled, messy time for all!

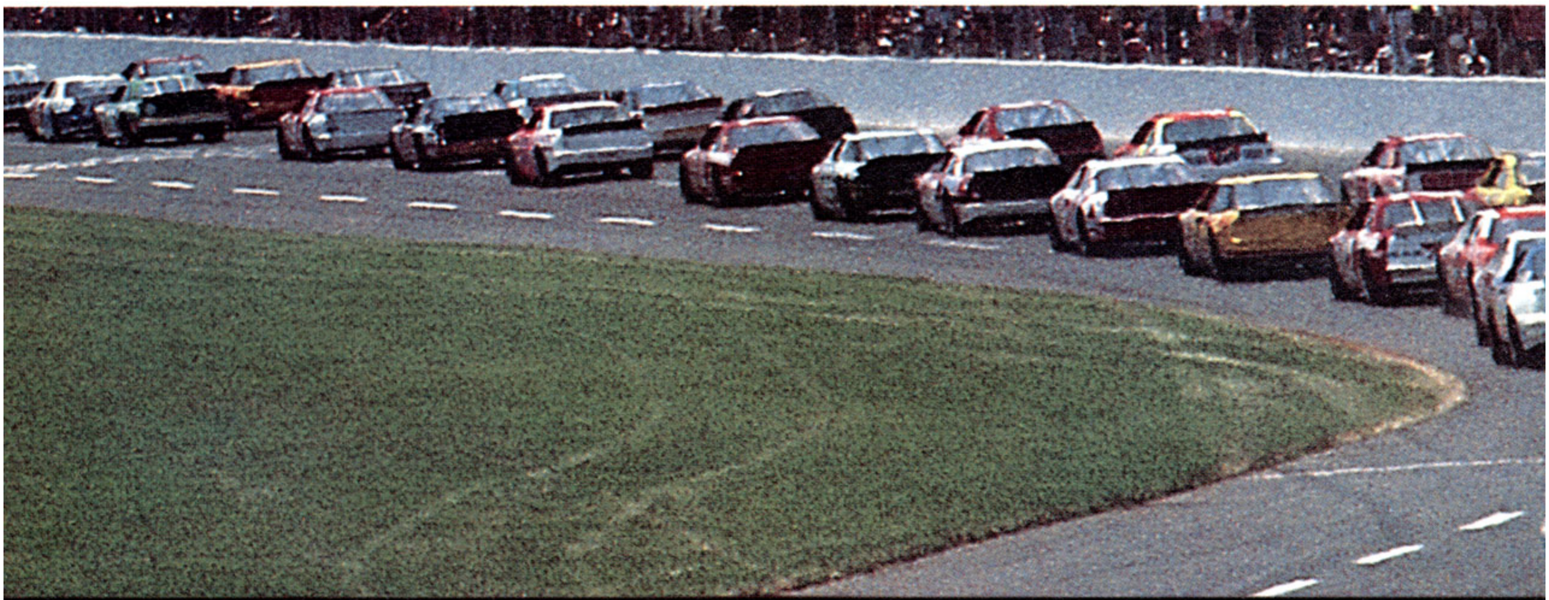
Todd's Adventures in Slime World by Atari ($34.95).

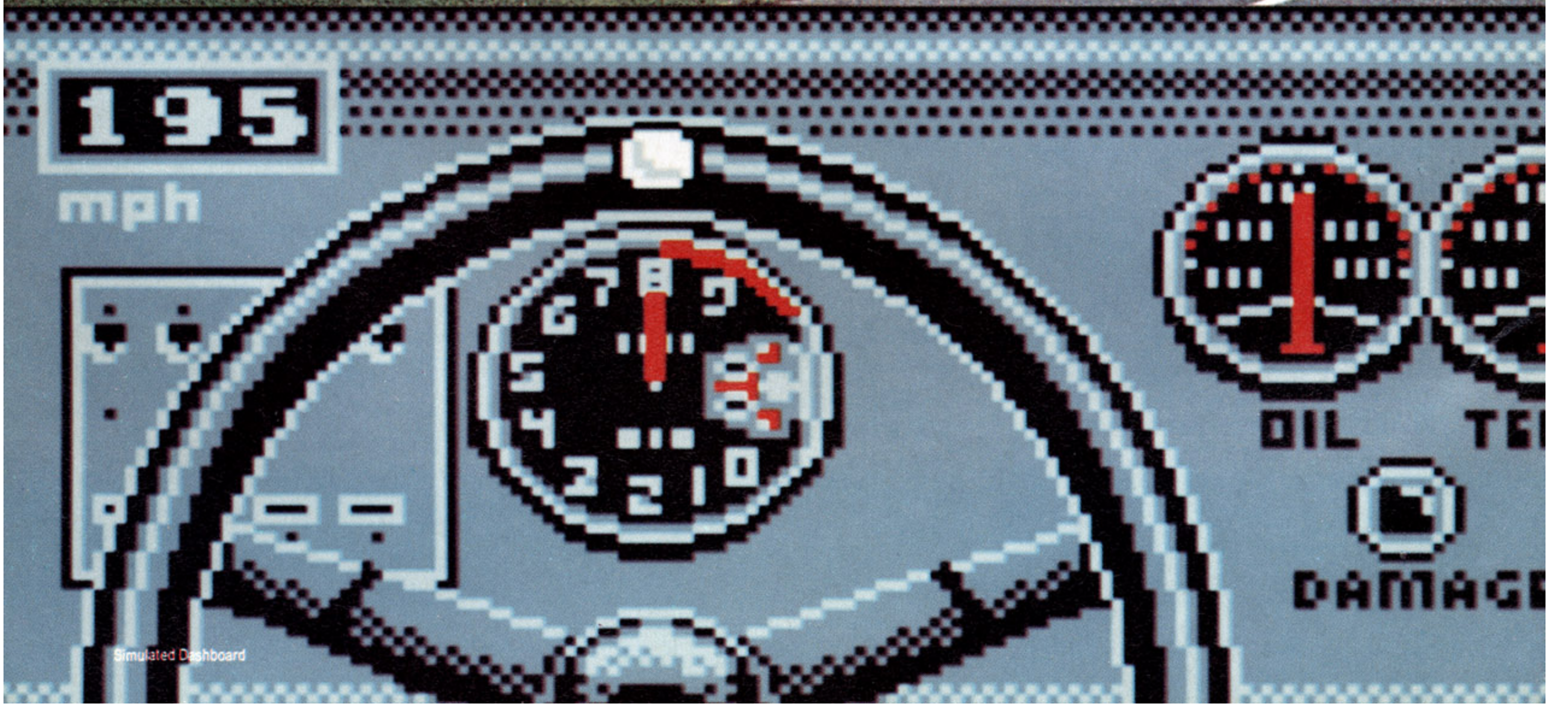
TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® brings NASCAR® endorsed, smash and crash stock car warfare to the NES™ and Game Boy.™ Winston Cup Champion Bill Elliott helped design the ultimate driving experience, complete with functional instrument gauges, authentic pit stops, 200 mph duels for pole position, spin-outs and a mind blowing first person perspective. You actually feel like you're in the roll cage of a real racer!

Slide into one of three asphalt eating stock cars—Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Adapt your beast by adjusting gear ratio, spoiler angle, tire stagger and transmission to the hairpin turns of Sears Point and Watkins Glen or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy). Then get ready to scrape sheet metal against Bill Elliott and 14 of the nation's nastiest NASCAR drivers, either in single races or the grueling Championship Season.

Then, when you become a gifted gear jammer, enter the Konami Bill Elliott's NASCAR Challenge™ Contest. Send in your best NES or Game Boy Championship Season score. We'll fly the eight hottest prospects, four for the NES and four for Game Boy, in on Midway Airlines®



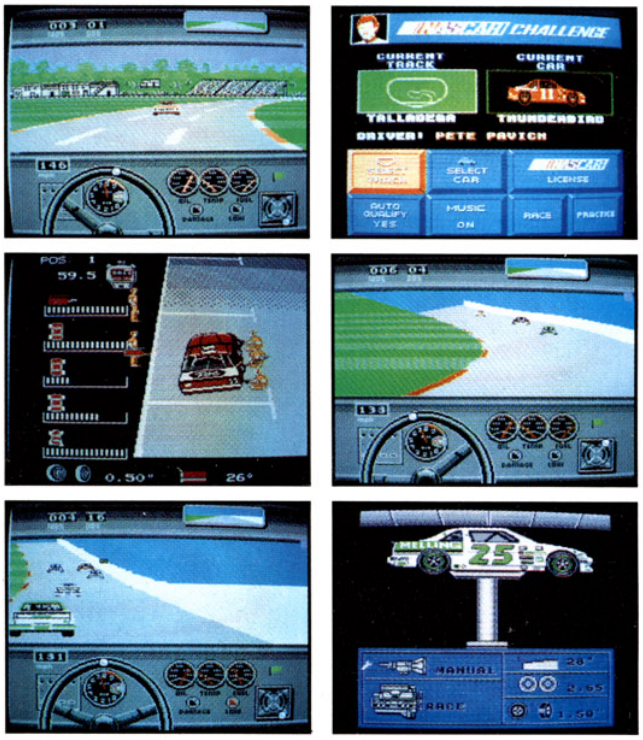


Simulated Dashboard

WILL DRIVE YOU STEER CRAZY.

to meet Bill Elliott and witness the 1992 Daytona 500. Then, each player will compete on the Bill Elliott game version on which they qualified. The winners receive a Ford Thunderbird Super Coupe! Even if you don't have the point standings for Daytona, you can still win a Bill Elliott/Konami Racing Team jacket or a Bill Elliott NASCAR Racing™ LCD hand held game. See game pak for contest details. So racers, start your engines, you're competing to capture the flag as well as the Ford.

WIN A 1992 FORD THUNDERBIRD


NASCAR CHALLENGE
CURRENT TRACK
CURRENT CAR
TALLADEGA
THUNDERBIRD
DRIVER: PETE PAVICH
SELECT CAR
LICENSE
AUTO QUALIFY YES
MUSIC ON
RACE
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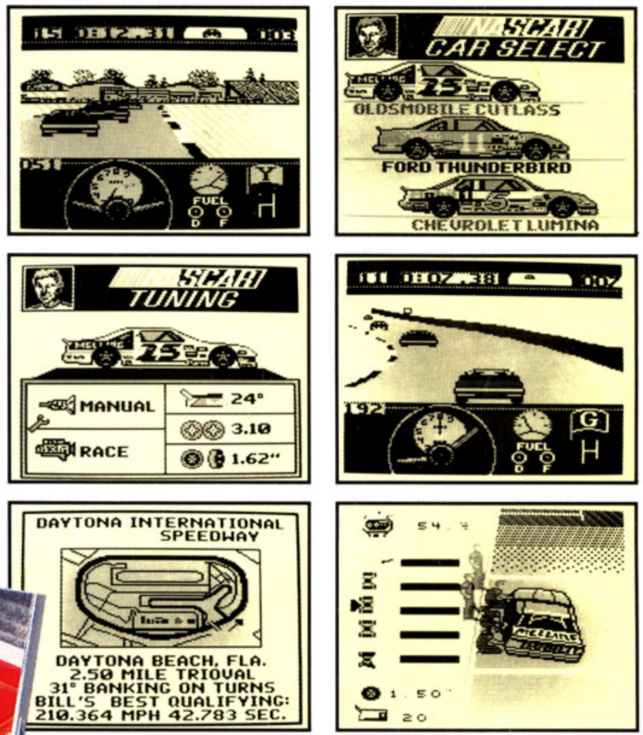
NASCAR CAR SELECT
OLDSMOBILE CUTLASS
FORD THUNDERBIRD
CHEVROLET LUMINA
FUEL
NASCAR TUNING
MANUAL
24°
3.10
RACE
1.62"
DAYTONA INTERNATIONAL SPEEDWAY
DAYTONA BEACH, FLA.
2.50 MILE TRIOVAL
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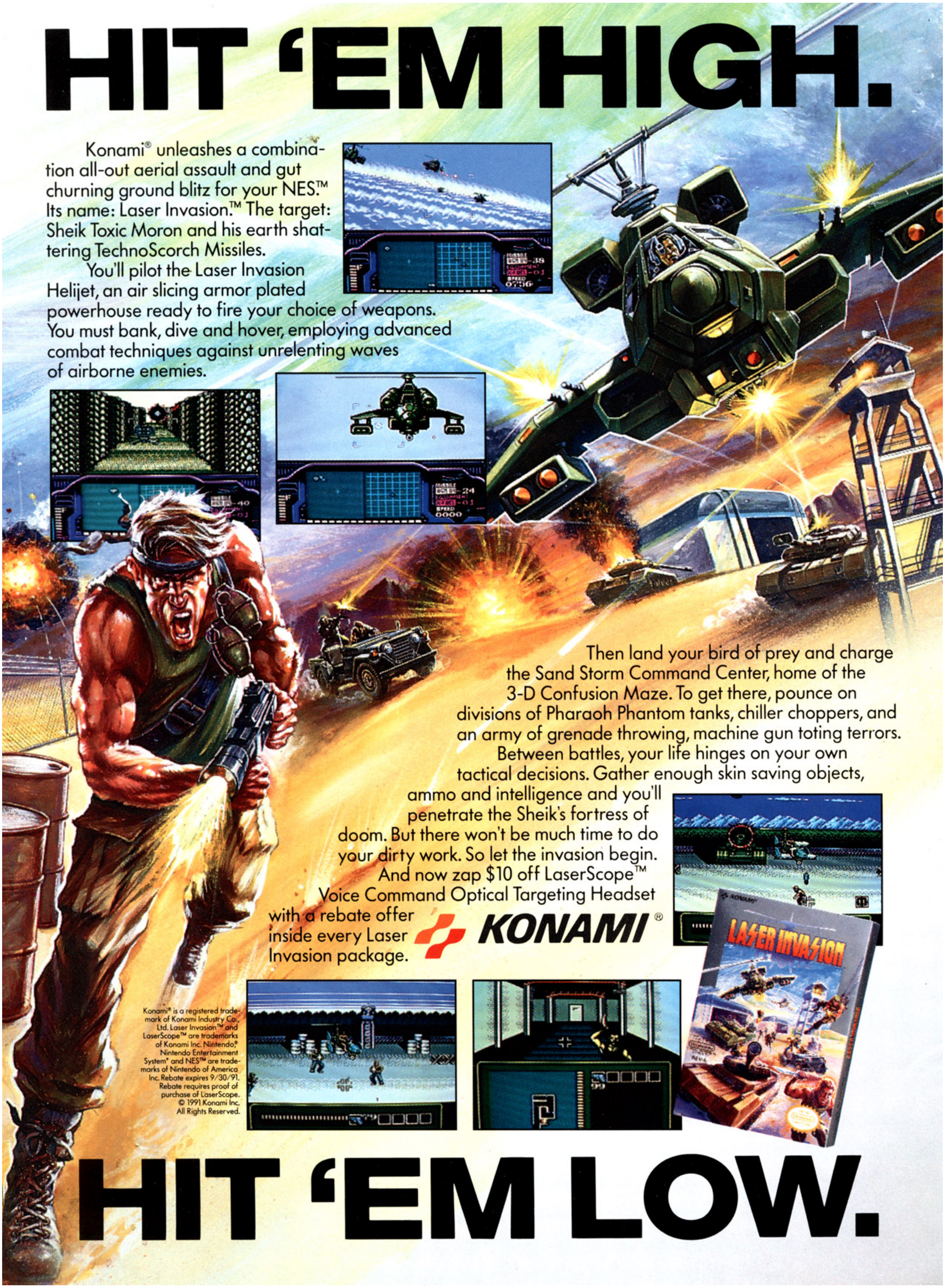
HIT ‘EM HIGH.



Konami® unleashes a combination all-out aerial assault and gut churning ground blitz for your NES.™ Its name: Laser Invasion.™ The target: Sheik Toxic Moron and his earth shattering TechnoScorch Missiles.

You'll pilot the Laser Invasion Helijet, an air slicing armor plated powerhouse ready to fire your choice of weapons. You must bank, dive and hover, employing advanced combat techniques against unrelenting waves of airborne enemies.

Then land your bird of prey and charge the Sand Storm Command Center, home of the 3-D Confusion Maze. To get there, pounce on divisions of Pharaoh Phantom tanks, chiller choppers, and an army of grenade throwing, machine gun toting terrors.

Between battles, your life hinges on your own tactical decisions. Gather enough skin saving objects, ammo and intelligence and you'll penetrate the Sheik's fortress of doom. But there won't be much time to do your dirty work. So let the invasion begin.

And now zap $10 off LaserScope™ Voice Command Optical Targeting Headset with a rebate offer inside every Laser Invasion package.

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HIT ‘EM LOW.